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Shape Changers

Fall
2014
Issue 10

Why "Solids" Don't Understand

from a different point of view

BONUS ARTICLE

Playing with Missile Fire

messing with ranges

Monster Lore Non-Weapon Proficiency

What is that monster?

The Otherworld— The Faerie Realm

still is not Tinkerbell

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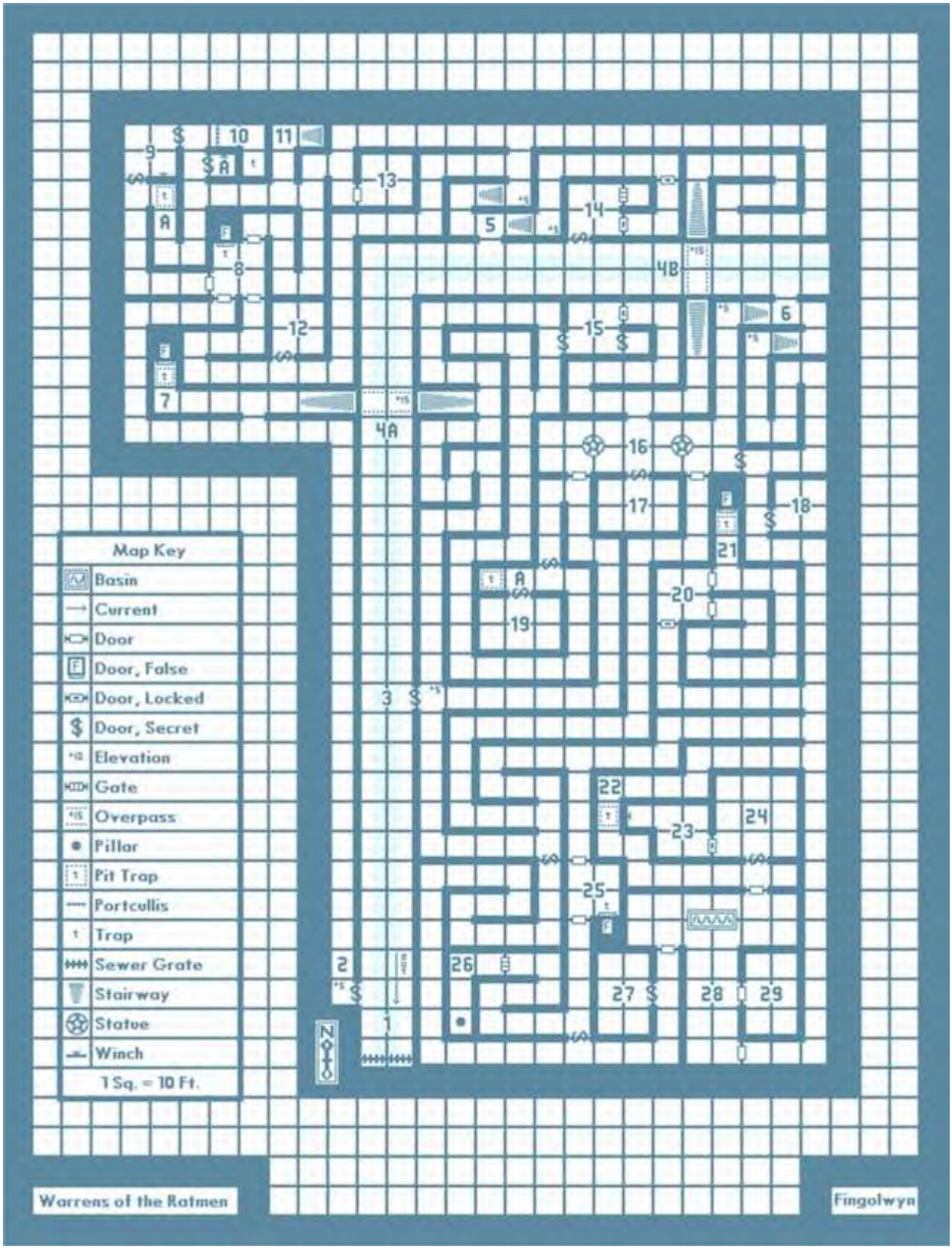
Map 1: Warrens of the Ratmen

map by Fingolwyn



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The theme of this quarter's magazine is

Shape Changers

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Featured Artist

This issue's cover artist is Caleb Horowitz, a high school student in Cary, NC. Caleb has been an artist for most of his life and has been playing AD&D for several years. He spends most of his time playing trumpet in the marching band, trying to write novels, sketching things, or playing The Legend of Zelda.

This is Caleb's fourth offering for the *& Publishing Group* following his covers for Issue 1 and the adventure modules *The Valley of Eternal Rest* and *Rage from the Waves*. His line art has graced the interior of more than half the issues of *& Magazine*.

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& Musings

by Bryan Fazekas

Issue 10?

It's amazing how quickly time flies. I think back to the insanity of putting together our first issue, then our second issue, then ….

Two-and-a-half years later we have issue 10, and issues 11 and 12 are in the works. It's a continuous process that keeps us on the schedule of publishing a magazine every 3 months. Looking at this objectively, it's amazing for a volunteer organization to produce this consistently.

Thinking back to Issue 1, I had doubts that we would survive more than a year. We had but one interior artist, and a week before publication our cover artist was unable to complete – thankfully Caleb was able to step in and keep us on publication track. Another plus at that time was that we targeted 48 pages and had material for 52. [Looking back, Issue 1 looks so skimpy in comparison to more recent issues.]

But ... initial reception was critical, in some cases disheartening. Despite the pluses it felt like everything had a road block. I expected us to fold around Issue 4.

We persevered. We got bigger and better. We have a large group of enthusiastic artists, enough that we do pre-advertising art. We have a large group of regular contributors, enough that our regular features far overwhelm the featured articles. Issues 2, 3, and 4 came in at 72 pages. Every issue since has had 92 or 96 pages. We could do more but we cap each issue at 96.

Why is this issue *only* 92 pages? We ran out of room in the table of contents as this issue has a lot of shorter articles. Two years ago I'd not have dreamed that we have this problem, I'm happy to have it!

When you're done reading this magazine, look at the back cover. Look at the upcoming themes and the proposed articles. What can YOU contribute?

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Scattered throughout *& Magazine* are new magic items!

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Why "Solids" Don't Understand

by Michael Corrinet

(with apologies to Gene Roddenberry and Star Trek in general)

Solids (or any of their less complimentary labels could be substituted) have treated shape changers with, at best fearful slaughter to, at worst, bloodthirsty butchery to find their hidden treasure. How is a poor shape changer to survive the predator that is called "adventurer"?

General Advice: Always practice your shape changing. Use real models to help you practice and other observers to help notice differences. Feel, smell, even taste your subject so that you have a clear idea of what you are replicating. Listen to the sound it makes when it falls or rocks. Practice accepting a slow blade into your body until you can do it quickly, to minimize damage.

Study the creatures that are targeted by adventurers most and avoid those as subjects for imitation. Avoid people - they have to talk. Dead bodies are good if it's clear they have no belongings, particularly if they show signs of plague or the other diseases solids get.

- Consider appearing as a limb of a creature rather than the whole creature, or a broken piece of furniture rather than a whole piece of furniture.
- Incorporate real things, such as an open end table with objects on it.
- Find places on the ground you can grip and make it appear you are attached to the ground or wall.
- Use holes in the wall to flow into and hide, or make a picture on the wall over the hole, or some other piece of furniture - it will give you leverage while attacking and security in your blows.
- If a piece of furniture like a table is available, make the lower portion of it a cabinet. Or make a chair into a throne by filling in the bottom half.
- Chandeliers are very complex and very hard to imitate, but so worth the years of practice.
- Stuck with humanoid shapes? - pick a street cleaner or crippled beggar. Everyone notices them but no one relates to them if they have a choice, and street cleaners go almost anywhere.

Once I knew a fellow who turned into a wheelbarrow. They walked him around the dungeon for hours filling him up before he collapsed. Don't underestimate the uses adventurers will put things to.

Dungeons/Ruins: Always change into the most boring thing in the dungeon, avoiding things that can be opened or that look mysterious. Stick to normal things in your environment that solids are unlikely to use.

Becoming a prisoner is old. Be pregnant. No adventurer can kill a pregnant humanoid on sight. A child they might suspect, but if you do imitate children, be a mean one, not a sweet one. Tough, rugged individuals who have to swallow their pride due to injury or maiming are good as well.

Consider becoming the door at the entrance. You'll know who enters and who doesn't leave; and if you like treasure, they always carry more leaving than they do coming in.

Create bolt holes with loose bricks/stones and flow in to hide. Never hurts to have a few hiding holes - and seal it off with your own stone-colored body.

Cities: There are dozens of things that people pass by every day without noticing: lamps, horse posts, signs for closed businesses, discarded objects. The latter are fun because someone always comes to take you away to an isolated place and throw you out - instant meal.

Don't assume because a store looks cluttered that it's a good place to hide - look to the perceptive and intellectual abilities of the persons in charge, including the stock boys and girls. Look for those who can't find the own nose on their face and mark the place as a good hiding hole.

Letting loose is never a problem in a city, but don't do it in a store - you might find your container sold. Find a rich home, and hide in a vase or other container - such places are full of antiques meant to be looked at, not used, so make sure there are no holes underneath you, and relax.

Wilderness: This is the most dangerous place for our kind, strangely, yet the best for surviving. Few creatures smart enough to tell what we are, prey can still elude us due to keen senses of other sorts. And pay attention to your environment - yes, the writing desk in the forest glade story is true - he nearly starved in his perseverance. Pick something that seems to fit by the natives' standards, not what you think looks good. Solids have their own way of choosing such things - observe them before choosing.

- Rocks are a natural choice, but be wary of even that - some rocks are not all they seem but are not shape changers.
- Trees are very complex and at least one shape changer I know swears they whisper to each other, through their roots not their leaves (too much wind up there). Animals avoided him for two days and he's sure he had his scent correct.
- Learn the behaviors of predators and prey, and avoid anything that seems to be "hunting" by their standards. Patience - so you lose a few pounds.

Hiding Your Young. For some reason solids think we just mindlessly drop our young in the nearest dungeon where adventurers can come find them, and use them for target practice. It never seems to occur to them that we may like treasure, and dungeons are rich environments at times for a variety of monsters, like any complex cave system - instant buffet!

Whether you bud or split, or even (you lucky few) merge, or whatever variation you have, you need a safe place to put your young. Consider the slope of your self-made pits carefully - can they get out of it? Did you leave enough food and water? What if it rains? I once saw a group of adventurers puzzling over a nursery with its tiny drainage holes, its food and water holes, its sloping sides for escape when old enough, its half-buried form having been dug up by an observant individual (probably the young's first real meal). They finally decided it was some sort of mining equipment. It never occurs to them that a shape changer with intelligence is perfectly capable of making hands (several of them, in fact, and even more useful appendages as necessary). Build the shelters you need, but hide them well.

Remote valleys still work, of course, as do mesas and other places difficult to climb. Helps keep the young safe until they're old enough to innovate.

But sometimes it helps to have lots of food real close, and nothing does that better than a city, and the bigger they are the more likely the citizens won't question disappearances. Saving that, lost pets are common in such areas for a reason, but having contact with a butcher and a reputation for throwing big parties can be very useful for hiding hungry young appetites.

If you get a chance, be a wine merchant (lots of barrels) or other merchant with containers. You have to smuggle your young around, but they rarely check the entire shipment.

One creative shape changer actually had a traveling magician's caravan. His disappearing act was surprisingly realistic if he snagged the right person.

Enough, you're old enough, big enough, and experienced enough to be out on your own. I've heard there is a group of solids nearby playing some sort of game involving dice and imagination - let's expand their horizons, shall we my buddlings?

Author's note: Enjoy using one or more of the ideas at a time, but it never hurts to understand one's monsters rather than just use them as mindless fodder. It makes your players a bit more conscious of their surroundings ...

Hey, Where Are My Pants?

by Lenard Lakofka

If we look at a various sources – the *AD&D Players Handbook*, the *Monster Manual* and the *Dungeon Masters Guide* – we don't find a lot about the possessions of those who Polymorph, get Polymorphed, and those who Shapeshift . The text of these spells and the entries of various lycanthropes and sundry other 'monsters' pretty must leave the person's possessions out of it.

We can look to comics and movies as well for support. Mystique can take it all with her including clothing and miscellaneous items. *Xmen Days of Future Past* {which is very, very good) is a case in point. Most werewolf movies leave our heroes sans clothing or their clothing in tatters along the way. Comics avoid the Hulk's jeans when he transforms because they don't want to deal with his nasty bits. The Human Torch of the *Fantastic Four* burns his stuff up, but then that's not a shape change in the classic sense is it? Movies in which Dracula can polymorph into a bat, wolf or take *Gaseous Form* take everything, including the bow tie, along into the transformation and return intact when he puts on that ghastly opera wear again a scene or two later.

Some changers seem to lose their memories as they shape change/polymorph so they lose track of their possessions (werewolves being a prime example). It's a bitch to lose your magic items to say nothing of your mundane items and you have little or no clue where they are now. The party gets annoyed with you, too, since that was your share of the treasure you've just left in some alley, cave, or hillside.

We don't count Loki changing into Odin because that was a superior illusion, not a shapechange.

The point of this rambling is that the DM has to decide how do to rule when the player polymorphs or changes form in some way. Do you allow some items to go along for the ride or is the player (or the victim of a spell) basically naked when the spell finally wears off or is dispelled?

I rather like the stuff going along for the ride in most cases when a spell is involved. However, magic items have this nasty habit of being allowed a saving throw, which, if failed, causes the item(s) to be left behind. That would mean the actual sword would be left behind, while the scabbard and belt would become part of the polymorph. The person who this happens to would be aware, if he/she looked around for a minute, that his/her Ring, Amulet, Potion (yes still in the bottle – but the fall could break the bottle, couldn't it?), dagger, etc. is lying there. I also like the notion that the items in direct contact with his/her bare skin either be given a bonus on the saving throw or automatically go along. Thus armor, a held weapon or a ring go along but the back pack contents or a weapon in a scabbard could be left behind.

Player's, of course, want the best of all worlds. When they *Polymorph* a hill giant into a cow they want him separated from his goods, but when they *Polymorph* themselves into a bird, snail, tree or cat they want their stuff to go along. Even the druid's shape change three times a day into bird, mammal or reptile blissfully ignore his/her possessions. (I like them to go along by the way).

Does this leave you hanging, naked, embarrassed or forlorn? Too bad. Just think it out before it happens to you as either player or DM. Make a ruling and inform the players on what you decide in all applicable places before they do it.

Happy shape changes to all and to all a good night.

By the Light of the Silvery Moon ...

by Ian Slater

Druids in AD&D are a powerful class, they have decent XP progression and gain access to spells much faster than other classes. If you apply the wisdom spell bonus to druids as well as clerics, they are more powerful still. However, one of the things I always thought was odd about druids was that they don't have a parallel ability to that of the cleric's turning of undead. Druid's serve nature, what type of creature would react to a druid like undead react to clerics?

Wait for it ...

Lycanthropes.

Lycanthropes represent a transformation to the primal, the animal, within a humanoid creature. Druids can influence nature, why not this sort of transformation? If you think of lycanthropy as a magical distortion of nature, it makes sense a druid might be able to control that. If you think of lycanthropy as a natural condition, well, it would make sense that a druid could impact that too. Druids themselves can change shapes, which lends credence to the idea that they can influence the shape changing of others.

I thought about a "turning" mechanic, but that struck me as too close to the clerical ability, and not as interesting. Clerics can turn and destroy undead, I don't think druids would kill lycanthropes, but I could see them controlling their transformations.

In addition to the abilities below, I have created several spells that reflect the druid's powers over lycanthropes.

Druid Lycanthropic Abilities

1. At first level the druid gets a 5% chance of identifying a lycanthrope in human form, the chance increases by 10% per level to a max of 95% at 10th.
2. At third level he gains a +20% on his reaction rolls against lycanthropes, and an additional +5% per level after that.
3. As of 5th level when reduced to less than 50% of his HP by a lycanthrope, rather than being automatically infected, the druid gains a saving throw against death magic to resist the lycanthropic infection at a bonus of +1 for every two levels above 3rd, so no bonus at 3rd, +1 at 5th, etc.
4. At 7th level and above the druid may transform into a lycanthrope instead of one of his regular animal forms for 1 turn per level of experience. The transformation lasts twice as long if it is a full moon, and an extra 6 turns if it is at night. The druid can only change into one lycanthropic form, though it is their choice which one. There is a base chance of 20% that a druid will lose control of themselves while transformed, less 1% per level. The Druid is immune to lycanthropic infection at this point.
5. At 9th level the druid may attempt to force a transformation into were form or out of were form on any lycanthrope, the range is 3", and the lycanthrope must save versus petrification / polymorph to resist. For every level above 9th the save is at -1, to a maximum of -5. During a full moon the lycanthrope gains a +2 on the save versus being changed to human form, and during a half moon a +1. The druid requires mistletoe and a silver sickle to perform the transformation, and it counts as their only action for the round.

Druid Lycanthrope Spells

Invisibility to Lycanthropes

Level:	Druid 2
Type:	Enchantment/Charm
Range:	touch
Duration:	1 turn + 1 round/level
Area of Effect:	creature touched
Components:	V, S, M
Casting Time:	2 segments
Saving Throw:	none

For the duration of the spell the target will be invisible to any lycanthropes or their avatar animal (e,g., wereboars and boars). Otherwise it operates like invisibility to animals. The material component for this spell is mistletoe and a white stone.

Moon Scythe

Level: Druid 3
Type: evocation
Range: 1"
Duration: 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 4 segments
Saving Throw: none

A moon scythe spell creates a shimmering, semi-transparent reaping scythe of purest moonlight that is WS 1, +1 to hit and +1 to damage, base damage of 2d4+2, and can hit creatures only struck by +1 or silver weapons. The scythe can be used against undead with an additional +2 to hit, and against lycanthropes with an additional +4 to hit. There is no non-proficiency penalty for a druid to use a moon scythe. If the moon scythe is used at night the duration increases to 2 rounds per level, and if it is used on a full moon it does 2d8 +2 damage, can hit creatures only struck by +2 or silver weapons, can be used against undead with an + 3 to hit, and against lycanthropes with an +5 to hit. The material component of this spell is greater mistletoe and a piece of quartz.

Summon Lycanthropic Avatars

Level: Druid 3
Type: conjuration/summoning
Range: 4" per level
Duration: special
Area of Effect: special
Components: V, S, M
Casting Time: 6 segments
Saving Throw: none

This spell allows the druid to summon up to 1d6 + 1/4 levels avatars of the lycanthrope races, e.g. bears, wolves, rats, tigers or boars. The druid is restricted by the availability of the animals in question as per the animal summoning spell. Animals of the designate kind will only be found in the appropriate climate. If any animals answer the call they will be of the same kind. For every level above 3rd there is a 3% cumulative chance a lycanthrope of the appropriate kind will appear as well, however, unlike the animals summoned by the spell (who will stay around as long as the druid desires) the lycanthrope will stay for 1 turn + 1 round/level maximum and at that time roll a d4, 1-2 the lycanthrope will leave, 3-4 he will turn and attack the druid.

Silver Sickle

Level: Druid 5
Type: Enchantment / charm
Range: 1" per level
Duration: 1 round/level
Area of Effect: special
Components: V, S, M
Casting Time: 6 rounds
Saving Throw: special

To cast this spell the Druid must take a silver sickle and leave it out on a rock during a full moon, for a month. Thereafter the sickle will serve as the material component for this spell. The spell allows the Druid to control 1 lycanthrope, in base, animal or were form, with no saving throw. The Druid's sickle will glow with moonlight when the spell is cast, and the target will be under the Druid's command for the duration of the spell. In addition the Druid can add 1 target per 2 levels beyond 9th, but additional targets get a save. Even if they make their saves, and for any other unimpacted lycanthropes in the area, as long as the Druid has the sickle no lycanthrope will attack them. Possessing the sickle will also make all attacks from undead at -2 to hit, and all saves against magic +2. The material component of this spell is mistletoe and the sickle.

Create Lycanthrope

Level: Druid 6
Type: Alteration
Range: 4"
Duration: permanent
Area of Effect: 1 target
Components: V, S, M
Casting Time: 1 round
Saving Throw: neg.

Create lycanthrope transforms any humanoid victim that does not make her saving throw into a lycanthrope of the druid's choice, with a modifier of -1 / 4 levels of the Druid casting.

The transformed victim will be under the command of the druid for 1 turn per level, but the lycanthropic curse is permanent and can only be removed by the standard means, or by the druid who cast the spell. The material component of this spell is mistletoe and a fang/tooth from the appropriate lycanthrope form to be forced on the victim.

Lycanthropy: A Small Matter

by Michael Corrinet

You've heard it before: Lycanthropy is more than a curse, more than a disease.

The question is, "What is it?" For most, this issue is of no importance. You have a disease, fix it. For the DM and those who like exploring the supernatural, there are things worth knowing. Knowing magic works in the game is a level for players to enjoy the game. Knowing HOW it works is a level for DMs to make connections, create relationships, and truly understand the monster and its relationship to the world.

Lycanthropy allows a creature to change shape and size, drawing on bulk from some unknown source and recording a man-shape, an animal shape and perhaps a half-man/half-animal shape. That's at least one more shape than most other life can switch back and forth to, thus:

It is a single-celled creature like a bacteria with what appears to be three sets of genes, a triple-helix, to our two, a double-helix. H-DNA has a triple helix, certain plant forms have triple helixes, and Scientific American recently published "Triple Helix: Designing a New Molecule of Life". Such a structure has all the necessary materials to account for a therianthrope (animal + man), more commonly called lycanthropy despite the fact that "lycan" refers to wolf, not to all such animal 'men'. This explains why Cure Disease has a window for healing the disease.

Some undead diseases (bhuts, vampires, etc.) also have shape-changing qualities, allowing such creatures to change back and forth and are often contagious, thus:

Lycanthropy is very similar to certain undead "diseases" and is closely related to them, the ethereal being close to the negative material plane.

What do we know about lycanthropy? It does not just infest the body. Given time, it completely takes over, cell by cell. It is more like a cancer than a disease, cannibalizing the source body and replacing it. More than a bacteria that breaks it apart or a virus that turns it into a factory for producing more viruses.

In certain traditions living things have a physical body and an ethereal body, at the same time. Considering lycanthropes native to the Ethereal plane, it gives them a dual-planar nature, remaining tied to the Ethereal as well as the plane to which it is brought. The lycanthropy originates on the Ethereal, resulting in rarity, and making anthropomorphic forms of the disease far more common (versus animals who can turn into men).

Why silver? This is because in the middle-ages silver was associated with the moon, just as gold was with the sun. In modern mysticism, the moon is closely associated with the Ethereal plane, an idea not unique to AD&D. Thus silver has a dual-planar nature as well, existing on the prime and Ethereal simultaneously. Silver is also strongly associated with the Ethereal in modern mysticism. These connections explain the traditional effects such materials have on the lycanthrope.

Iron also has a dual-planar nature, but also exists on the border Ethereal, it's connection weak, easily broken by melting. Thus only cold iron, untouched by fire and beaten into shape, will work. Silver has a dual-planar nature and can reach into the Ethereal Plane, as can cold-iron. The only question is what level of the Ethereal Plane they reach, thus the difference between them.

Having two bodies, one Ethereal, one physical, this explains the missing mass issue.

Due to the moon's influence, the Ethereal Plane is "closer" during its strongest influence, often causing the two bodies of the lycanthrope to switch.

Curses are often strongly associated with the moon. The nature of curses may be tied to the Ethereal Plane, thus making a simple dispel magic fail, but lycanthropy then would have a clear reason for it being affected by remove curse. Which brings us to a detailed explanation of why

the disease works the way it does. How does one get lycanthropy?

The initial form of the disease is usually encountered by spell-casters who are visiting the elemental planes, thus almost all such are based on humans, who are capable of high enough levels to travel in such ways, making other forms of the disease for demi-humans very rare. Moreover, the few animal-based versions of lycanthropy can be explained by familiars and pets brought to the plane with the caster.

The first creature encountering the organism becomes its base form, the form in which it usually manifests. The first of the three gene strings of the disease copies the characteristics of the carrier. Such a person may very well die and never know they were not the same person they started out as, as they have no other symptoms than feeling a bit sluggish.

The second stage of development of the organism is as follows:

If the carrier, who exhibits no symptoms other than some restlessness, is killed and parts of them eaten, the disease is passed to its second carrier. The second gene string of the disease now has its own template, the shape it changes into. The third gene strand controls the disease itself. Again, such a creature may die and may never exhibit any symptoms other than those noted above and a stronger tendency to bite. This is also why almost all known lycanthropes are meat-eaters or omnivores.

This second carrier must have a similar gene structure to the first carrier, or the two shapes will not be compatible. In other words, it must be from the same evolutionary line, and from the same plane or world as the first carrier. Thus Fayina, the high priestess, coming home from a *Planeshift* to the Ethereal, encounters a blue dragon. Unable to defeat it, the cleric dies, and serves as a meal to the dragon. Differing sufficiently from the cleric in origin, the dragon is immune from infestation, but the wolves that scavenge around the cave are not. Thus they become infected from the scraps they gather.

The next step is in the transfer of the disease to a creature type similar to the first carrier. The wolves, though not capable of transferring the disease by bite. The disease can be passed through saliva, blood, or any bodily fluid, and also through the ingestion of tissue. In the D&D game, a bite given to a demi-human is deadly in the same period of time as it would otherwise take for the first transformation. Poor Bogbain, the dwarven scout, would find his body shifting around him, go unconscious from the pain, and die hideously, half-way transformed. In AD&D, demi-humans are unaffected by the disease. Such a bite given to Bogbain will have no effect, but his human companion Willis is a prime target. A bitten Willis will soon be a two-form werewolf.

The appearance and frequency of the types of lycanthropy best known to us are easily explained - the frequency of human Ethereal travelers, versus any other kind, who also come to this plane is very high.

If the base form is of more advanced type than the second donor, the end result will be immune to all but silver and +1 weapons. Thus we have werebears, werewolves, wererats, weretigers, wereboars, weresharks, werefoxes, and werewombats (okay, made that last one up).

If the base form is of lesser advancement, the creature is immune to all but iron and +1 weapons. Thus we have wolfweres, and jackelweres. If equal, the creature is vulnerable to both.

How does the creature avoid damage? Because it is a dual-planar creature, weapons with only one planar

connection will only hit one part of the creature. The creature simply draws on the other part, the Ethereal part, like a template, remaining whole. If hit on both planes simultaneously, the creature has nothing to draw from. A +1 weapon has a dual-planar nature. Lack of immunities can occur in cases where the creature is forced completely into the prime plane.

Those born with lycanthropy, where one or the other parent had the disease, will have control of it at a very early age, since they contracted it at conception. There are no normal cells within such a creature so they cannot be cured by anything short of a wish. Creatures not born with the disease, but infected recently can be cured as follows: Belladonna is capable of preventing the cells from spreading, but is useless if the disease is already widespread. Cure disease will work only while it is still spreading. After three days it is no longer a disease, it is the person themselves! Most of the cells have been replaced. A remove curse spell will work since this often cuts off the connection between the two planes, leaving the victim full of alien cells, but with all their memories, and hopefully, their soul intact. The last resort is for the victim to take refuge in holy retreat, and take draughts of wolvesbane (another "poison" to the disease) and belladonna, until after a month or more the individual is "cured". What this does is permanently cut off all connection to the Ethereal plane, leaving the victim with only one form. The victim then can live a normal life, though they are no longer truly human. Theoretically, a wish spell could recover some of the human cells, and followed by a selective regeneration, the victim would be fully human again.

Now you know why the PC becomes an NPC under the DM's control after lycanthropy has progressed to a certain point. The horror potential for a victim having their condition described, the itching, the crawling feelings in their skin, the periods of unconsciousness, and finding torn clothes and blood on themselves. The discovery that they are no longer completely human, and losing more of themselves every day. Their mind filled with thoughts not their own, but of an alignment and nature slowly invading their soul. Do they still have a soul? There are no spell casters amongst lycanthropes due to the nature of the creature. They are no longer the human they were. Their tie is to the Ethereal, not the Astral, and their soul has fled. The PC is dead, Long Live the Therianthrope (err ... I mean, Lycanthrope!

How does this affect the game? Clear ways to achieve new forms of lycanthropy, unique treatments may be found (for instance, do such treatments work better on planes not connected to the Ethereal?), a reason why one does not encounter lycanthropes on other planes not connected to the Ethereal.

Blade of the Pack

This sword is enchanted as a **Sword +1, +2 Against Magic Using Creatures**. Once per week it can be used to summon 1d3+1 lycanthropes, the type of were creatures summoned is determined by the location of the summoner. If in a swamp, wererats would be likely, a temperate forest wereboars, a jungle weretigers, etc. Summoned lycanthropes will arrive in 1d4 rounds. Any time the wielder is reduced below 1/2 of their total HP while commanding summoned lycanthropes there is a base 50% chance the lycanthropes will turn on their summoner, + 5% per lycanthrope summoned. Summoned lycanthropes will remain for 1-2 turns.

This item may be used by fighters and thieves.

GP value 12,000; XP value 8000

Boots of Transformation

These boots appear to be solidly made leather boots, and will change size to fit any humanoid foot up to ogre sized. When the wearer of the boots is attacked by any lycanthrope, the attacker must save versus magic or be transformed into human form for 1 full day. Each successive hit by the same attacker that does not trigger the transformation will make the next save at -1, then -2, etc. In addition, the wearer of the boots can detect lycanthropes anywhere within 30' of their person at any time, despite any concealing magic and no matter what form they are in.

This item may be used by fighters and thieves.

GP value 7,000; XP value 3000

by Ian Slater

The Otherworld – The Faerie Realm

by Andrew Hamilton

Note: As noted in the first article of this series, I owe a debt of inspiration to John Turcotte, whose adventure Red Tam's Bones (available on Dragonsfoot http://dragonsfoot.org) inspired much of my take on "the Otherworld", including ripping the name off. I'm also influenced by The Never Never in the Dresden File *novels (by Jim Butcher). I'm sure that there are a lot of other subtle or forgotten influences that have wormed their way into my psyche, so please excuse my failure to recognize and credit those.*

The Faerie Realm is commonly referred to as "The Otherworld", although mortals have many names for it. These include the Seelie Courts, the Unseelie Courts, The Fae, The Never-Never, The Court of Light & Darkness, and perhaps even more. Some authorities are quick to point out that mortals describe each of these "places" slightly differently, and argue that there is more than one Faerie Realm. Others dismiss that, saying that there is but one Realm, and these are merely "nations" within that Realm. The most reliable mortal sources (typically elves and druids) will shrug and ask how one can truly understand, let alone categorize, a magical realm that responds to the imagination and whims of its masters. Like all things fae, mortals really don't and can't fully comprehend the intricacies of the Otherworld (which gives the DM licence to modify, be inconsistent, and mangle the setting all in the name of providing a fun game!).

Geography

The Otherworld is a distorted mirror image of the Mortal Realm. In general, the natural physical geography is the same. The same mountains, rivers, lakes and ocean shores will be found in both Realms. However, the natural features in the Otherworld may seem to be grander in scale (mountains may seem taller), and either more beautiful or sinister (depending somewhat upon the nature of the Lord of that Demesne).

The geography will differ most where mortals have acted upon their Realm. Thus farmer's fields in the Mortal Realm may be forest in the Otherworld; an echo of that land's past. If mortals have dammed a river or creek and created ponds or canals, the river will run freely in the Faerie Realm. As noted, the features of the Otherworld tend to be exaggerated, and may reflect the history of the geography of the Mortal Realm, and this is particularly true of man-made features. For example, the forest that remains in the Otherworld may seem quite menacing to men, as if it holds a grudge against the creatures that cut and burned its mortal counterpart. It may also "waver", seeming to fade to empty fields out of the corner of a viewer's eye, yet whenever it is in direct view the forest remains intact. Alternately, the forest may seem a sad place, leaving travelers with a deep sense of melancholy.

It is not uncommon for fortresses built in the Mortal Realm to "appear" in the Otherworld, and when the mortal fortress is ruined through siege or the passage of time, the Otherworld fortress remains intact. The floor plan of the Otherworld fortress (or any Otherworld structure) is likely to mirror the structure on the Mortal Realm, although there may be a few secret passages or other alterations that take place over time. Changes of this nature are most likely to occur if the mortal structure

is ruined or collapsed. Just because the floor plan on the Faerie Realm mirrors that of the mortal structure does not mean that the architecture or contents are the same. The fortress in the faerie Realm will morph into a style and appearance consistent with the nature of the region of fae (possibly a fortress of interwoven trees, or dark and menacing with deep shadows, or abandoned and covered by moss and vines). Occasionally, the fortress will be seized and occupied by a faerie Noble if the structure appears within the demesne (although many Faerie Nobles dislike residing in something that is an echo of a mortal construct). Often, Faerie Nobles will outlaw the occupancy of such structures, and have even been known to tear them down (often with unexpected effects).

Some of the most terrifying places in the Otherworld seem to be linked to places of great violence and tragedy in the Mortal Realm. It is uncertain what type of a threshold must be crossed for this "staining" of the Faerie Realm to occur. Consider ancient battlefields, for example, which seem to translate into the Faerie Realm in unpredictable and sinister ways. Certainly a small skirmish, or even a battle in which thousands die does not seem to carry the necessary violence to affect the Faerie Realm. However, a battlefield which has seen scores of battles over the centuries, where generation after generation has come to fight and die will certainly stain the Faerie Realm. A battlefield where tens of thousands died, dark magics were worked, and an avatar or two manifested will certainly affect the Faerie Realm.

How the mortal stain or ripple affects the Faerie Realm seems unpredictable. In some cases, the ancient battlefield becomes a misty, eerie location where travelers hear the faint din of battle, feel a distant rumbling of the ground, but other than a sense of unease there seems to be no danger. In other cases phantasms may materialize, echoes of long dead soldiers. In some cases these phantasms have enough reality to threaten and harm travelers. Other battlefields instill those who walk them with violent urges, or they attract evil-natured predators.

Other regions which exhibit these "stains" are known to include the mirror location of a city whose entire populace died of plague and starvation, turning to cannibalism at the end. Another such stain could be the mirror location of the Lake of Blood, where a death cult worshippers sacrificed over 10,000 people in an orgy of blood-letting in an effort to reawake a long-dormant elemental evil.

The stains greatly trouble the True Nobles (when they stop to think about them), because the presence of a stain reminds the fae that the mortals have the unwitting ability to bring great and lasting harm to the Otherworld. Despite all of their personal magical power, the Greater

How Scary is Spooky?

Some DMs have the knack for running horror type encounters; I lack this knack. So I'm forced to rely on mechanics to make up for DM'ing inadequacy. For these "unnerving" regions of the Otherworld, I use magical effects to mechanically represent the effects that the eerie and unearthly nature of the place have on adventurers.

Spook (the 1st level illusionist spell) is a good mechanism; it can cause animals to panic and cause trouble for a party, without placing penalties on the PCs (so they can feel good about being braver than a dumb animal). Other good spell-like effects include using the effects described in the Obscurement spell (2nd level Druid spell) to mimic a fog shrouded section of the Otherworld. An especially un-nerving section of the Otherworld might penalize PCs as per the Chant spell (a 2nd level cleric spell), making them so skittish that they jump at everything and fight poorly as a result.

The DM should allow their imagination to run wild, as there are almost no limits as to the other characteristics of a specific area or region of the Otherworld that can be inflicted on PCs.

Other effects that a DM can consider include a nerfed version of Entangle (which just has branches and plants tug or drag at the PCs, slowing them down and causing combat penalties as the vegetation tugs and pulls at them, but without holding the PCs fast), a dimmer version of Darkness (limited range of sight, too dark to read a scroll, etc.), a constant version of Precipitation (cold, wet & miserable PCs might suffer initiative penalties, bowstrings might snap, scrolls get ruined, etc.).

Of course, not all is doom and gloom in the Otherworld. Some areas might be bright and happy, with bright sun and faint song and music in the background (so cheerful that it provides a +10% bonus to morale of NPCs and animals). Other areas might have magical fruit trees (each apple being equivalent to a druidic Goodberry), talking animals that provide advice, etc.

Travels in the Otherworld should memorable, and unique.

Fae have no defence against the march and consequence of mortal history.

With respect to the imprinting the Mortal Realm on the Otherworld, it is important to understand that the reverse is not true. Should a Faerie Noble build a fortress or a ring of Standing Stones, etc. a mirror image does not appear on the Mortal Realm. There is some speculation that the process of creating a Way (which are discussed later in this article), one must first build a structure on the Otherworld, and then build a matching structure on the Mortal Realm. Of course, the presence of Ways like caves, pools, etc. would seem to refute this. However, absolutes can never be applied to a place like the Otherworld.

The Faerie Realm seems to disappear into mist where there should be an ocean or sea; for some reason the Faerie Realm seems to lack a connection with these aspects of the mortal realm (perhaps something to do with the salt in the water). Lakes, ponds, stream and other fresh water bodies are mirrors of the Mortal Realm. Those who travel into the mist seem lost, and no one knows what lies in or beyond those mists (if anything).

The fact that salt flats (and old alkali lake beds) on the Mortal Realm translate into barren, ashy wastelands in the Faerie Realm support the hypothesis that it is the salt in the oceans and seas that prevent them from linking to the Otherworld. These salt wastes on the Faerie Realm are dangerous places, home to creatures that prowl the Faerie Realm looking for prey, and then withdrawing to a landscape that inflicts harm on any fae that would enter its boundaries.

The Mists

Even the True Nobles seem to have no knowledge of what lies in the mists, and most faeries dismiss them as being "the edge of the world", and will sometimes refer to the misty boundary in the form of a suggestion that one should "walk off the earth", which underscores the assumption that there is nothing there.

However, there are tales of faerie (greater and lesser) disappearing from areas close to the mists. Inevitably, these disappearances have led to more than one rumor and fanciful tale of strange creatures living in the mists, creatures with great magical abilities and a taste for faerie flesh. While these tales are generally dismissed, in a realm of magic and the fantastic, anything is possible. A creature that has evolved as a predator of faerie kind would be the kind of threat that Faerie Nobles would be happy to hire (or preferably trick and manipulate, rather than pay) mortal pawns, also known as adventurers, to deal with.

In game play, there are many options for dealing with the mists. The mists could be a blurry border between the Otherworld and the Ethereal, and determined progress results in entry to that Plane. Alternately, the mists could be a massive Way between the Mortal Realm and the Otherworld (although in this case one would expect a few shipwrecks to have washed ashore in the Otherworld, which hasn't happened, yet). The mists could merge with Ravenloft (for those 2E aficionados). Or the mists could be a dead end, and those who enter them suffer from a combination of confusion and misdirection and they wander aimlessly for eternity.

Travel in the Faerie Realm

There are no roads, no inns, and very few game trails in the Otherworld (as fae need no such things). This means that mortals are forced to travel through wilderness; often a slow and dangerous process.

Due to the very nature of the Otherworld, the chance of getting lost is double that of the mortal realm (DMG page 49). The alien environment somehow confuses mortal

senses, including subtly deceiving the sense of direction, distance and time.

Weather in the Otherworld

Generally the Otherworld has a pleasant climate, cool (15 C [59 F]) or warm (up to 20 or 25 C [68-77 F]), with no more than a light breeze and occasional light rain shower. The parts of the Otherworld that mirror extreme regions (the arctic, glaciers, or deserts) will be colder or hotter, but still avoiding the extremes. Even a mirrored arctic region is unlikely to be much below 0 C, for example. There are always exceptions of course.

Weather may be magically summoned, and some faerie Lords have the ability to control the weather in their demesne. In these cases, extreme weather conditions can be experienced, particularly if it causes the Lord or weather summoner amusement of some type.

Unique and permanent (or apparently permanent) weather features such as the ever-present rainstorm over the demesne of Lady Sorrowsong are found scattered about the Otherworld, adding another unexpected and unnatural element to the place.

The Veil & The Ways

The "Veil" is the barrier between the Faerie and Mortal Realms. The "Ways" are natural passages through the veil. A Way is always associated with some type of a physical feature, such as a Faerie Mounds, a Faerie Circle, Standing Stones, a spring and pool, or a cave.

The Veil is invisible, similar to the barrier that separates the Prime Material Plan and the Astral or Ethereal Planes. In a few locations (such as the Ways or the Faerie Paths, detailed below) creatures native to the Otherworld can see across the Veil). In general, the Veil is a barrier to passage between the Realms, although powerful magic can allow passage directly across the Veil (e.g. a Gate, Plane Shift, etc.). The Otherworld may not be directly accessed from the Ethereal or the Astral Planes; a planar contradiction of sorts.

The Veil does not prevent scrying. An entity on either the Otherworld or the Mortal Realm may scry upon the other side, if they have personal knowledge of the person or place upon which they are scrying. In these cases, the other side is treated as if it were on the same Plane as the scryer.

A Way may be open or closed. An open way (which is extremely rare) functions whenever someone or something steps into it. For example, if an Open Way exists at a small ring of Standing Stones, stepping into the ring and stepping back out will transport a mortal or faerie across the Veil. Returning is as easy as repeating the process.

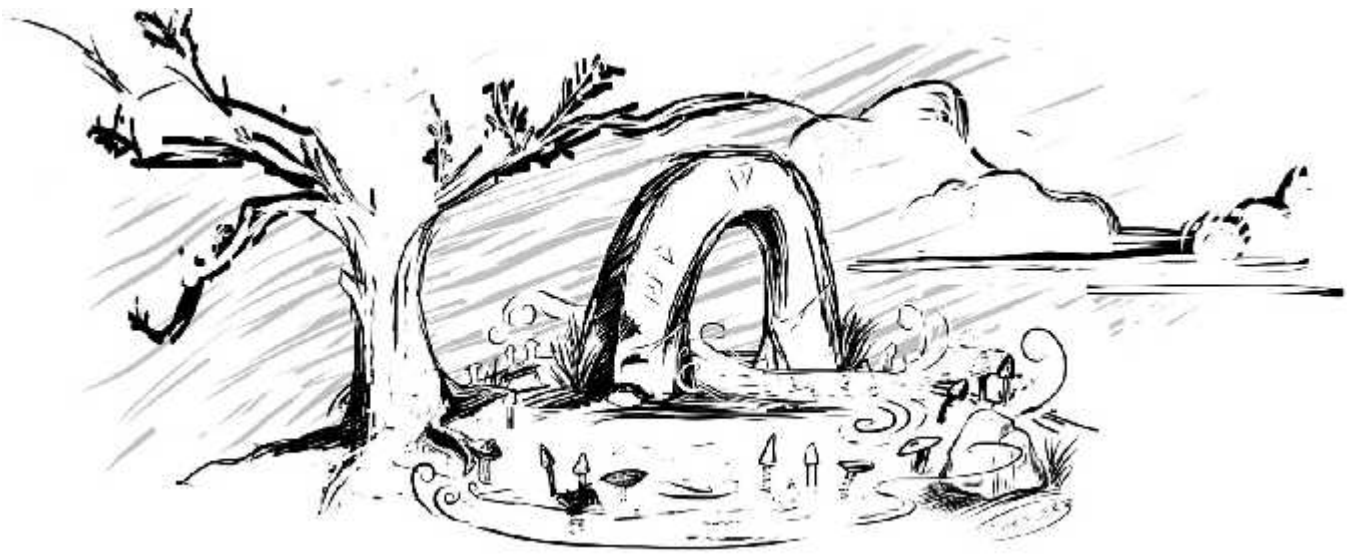
A Closed Way requires an event or action to trigger the passage across the Veil. One Way, a ring of Standing Stones is known to transport anyone inside the ring across the veil when the sun rises, and when the sun sets. The remainder of the time, the Way is inactive and sealed. Another Way, a natural stone arch, will transport any person that passes under it, as long as they have a flower in their hair (thus bald individuals can never pass).

In some areas the veil may be weak enough that the faerie and Mortal Realms temporarily merge or blend together. These are often places where some magical or supernatural holocaust occurred; and even in these cases the merging is often temporary and only during specific conditions (e.g. the Summer Solstice, the annual anniversary of some event, when a specific entity or artifact is present, etc.).

Faerie Paths (the Border)

Faerie Paths break the rules about time and distance, they seem somewhat similar to Ways, and are best described as short cuts through the realms that follow or touch upon the Veil or the border. A Faerie Path leads from one feature to another; often these features are Ways, but not always. If a person knows how to see the Faerie Path (a natural ability for faeries, elves, druids and half-elves of the 3rd level and higher and rangers of the 5th level and higher), they may "step onto the path" at a point of origin or a junction (where two or more Faerie Paths cross). Generally, without the use of magic, one may not "step onto" a Faerie Path at any point along the path other than the junctions or origin points (unless magical items or spells are used).

Those on the Faerie Path can travel from point to point (and only point to point) extremely quickly, covering distance at 12 times the normal pace, as if they were traveling on a packed earth trail. Thus, in an hour, an unencumbered traveler on foot could cover the same distance that an armored man on horseback would cover in a full day of travel.



A traveler may take 1 to 2 people or creatures with them, in addition to a mount. While on the path they are effectively invisible to entities in either the Mortal Realm or the Otherworld. These are also protected from the effects of weather; the faerie Path is always cool and somewhat dimly lit; as if it were dusk.

While they are limited in their destinations, Faerie Paths can provide a knowledgeable traveler with a series of roads and paths that let them quickly move about the countryside, seemingly disappearing and appearing in another location. Druids and rangers can use this to their advantage, and many a bandit or villain has used it to stay a few steps ahead of paladins and the King's Men. Faeries are likely to use the Paths as a means of traveling to someplace new where they can stir up a batch of mischief.

While on the path, encounters are limited to other travelers on the Faerie Path. Creatures on the Mortal Realm or the Otherworld can neither see nor interact with anyone on a Faerie Path. If they were to pass a Faerie Path or have travelers on a Faerie Path pass them by, they might "see" something in their peripheral vision and feel as if something just brushed the back of their neck; but there would be no evidence of physical passage. There is some magic that allows an entity in one of the Realms to "see" a Faerie Path, and other magic exists that allows a spell caster to step onto a path at a point other than a trail head or terminus.

However, entities traveling on a Faerie Path occupy the same physical space, and they may interact normally, including engaging in combat. Of course, they cannot stray from the path, and are confined to a path between 10' and 20' in width (8+2d6), which can limit movement and tactics. It also makes it next to impossible to hide from other travelers on a faerie Path without the use of magic.

Time & Distance

Many mortals that have traveled to the Faerie Realm claim that time and distance are different in the Faerie Realm, and that time passes either more quickly or more slowly while in the Faerie Realm. Similarly, some will tell tales of making terribly long journeys in a matter of moments. In truth, time and distance are the same in both Realms. There are a few features that lead to these misconceptions:

Faerie Powers – some faerie nobles have the ability to influence perception of distance (e.g. distance distortion); some seem to have similar abilities related to the passage of time.

The Dances – a gathering of faeries may devolve into a party, which invariably includes a dance of some type. This chaotic, but addictive dance is mesmerizing, and a mortal cannot help but be drawn in (save vs. Spells once each round or join the dance, with a penalty of -1 to save for every 3 faeries dancing, with a maximum saving throw penalty of -12 reached for a group of 36 or more faeries). While dancing, mortals experience the passage of time differently. They can (and will) dance for 1 turn per (Constitution point + level) before collapsing; they will then sleep for 1 hour per turn they spent dancing. Mortals experience this "dance" as being less than an hour, and they awake from their slumber with no sense of the time that passed. They must also make a system shock roll (at a penalty equal to the number of turns they

Living Off The Land

Given the dangers of faerie food and drink, one might ask "So what can PCs eat while they are in the Otherworld?" They can hunt and forage, although not as safely as on the mortal realm. In any region of the Otherworld that is both unclaimed (i.e. an area that is not the demesne of a Greater Faerie), and free of a stain from the mortal realm, mortals may eat foraged fruit and vegetables without risk (at least no more risk than they would face on the mortal realm; one should be wary of eating mushrooms and berries that they don't recognize). The flesh of animals is also edible, regardless of where the game is taken.

In an area that is stained, it is likely that any fruit and vegetables gathered through foraging will make mortals ill, if not fatally poison them. Other effects (listlessness, slowing a mortal's reactions, dulling their mental acuity, etc.) are certainly possible. The DM should consider the nature of the stain, and assess any results accordingly.

Foraging on a demesne is likely to carry the same consequences as taking food offered by faeries (as the mortals have "taken" something "offered" by the Lord or Lady of the demesne), which might leave PCs wishing that they had merely been poisoned.

danced) or age 1d4+1 years. A successful save limits the aging to only 1d4+1 months.

Faerie Food & Drink – mortals should beware the dangers of eating faerie food and drink. First and foremost, accepting an offer of food or drink places the mortal in the faeries' debt. Second, any faerie food and drink is intoxicating to mortals (slight, as per page 82 of the DMG) and distorts the consumer's perceptions of time. While under the influence, a mortal will perceive time as flowing more slowly than, or more quickly than actual (a 1 in 3 for any of the outcomes, slow, normal & fast). If time is perceived as moving faster or slower than "actual", it will be perceived as moving 10% to 200% faster or slower (1d20 x 10%).

Once the perceived time distortion has begun, it remains consistent as long as the mortal continues to consume food & drink without "sobering up" by abstaining for a 12 hour period (which means mortals could be under the influence for days or weeks).

Magic & The Otherworld

Experienced planar travelers will be surprised to discover that magic generally works normally in the Otherworld; spells are not altered, magic devices do not lose any power, and clerics are able to pray for and receive spells normally. This indicates that the Otherworld is in fact a Prime Material Plane.

There is one exception however, illusions. The Otherworld has an unpredictable effect on illusions (not illusion/phantasm magic, but actual visual and auditory illusions). The very nature of the Otherworld seems not dissimilar to that of visual magical illusions. Sometimes the Otherworld "drains" an illusion, as if the Otherworld was feeding off it. In other cases, the illusion is empowered, lasting longer, or acting as if the illusion had been created by a higher level caster. On rare occasions, the illusion becomes real, a physically tangible entity or item. In the most rare of occasions the illusion becomes a free-willed entity.

Each time a visual illusion is cast (e.g. *Phantasmal Force, Improved Phantasmal Force, Spectral Force*, etc.) roll 1d20 and refer to the table below to see how effective the illusion is.

1d20	Result
1	Illusion takes effects as if caster was 4 levels lower, +3 bonus to disbelieve.
2 to 6	Illusion takes effect as if caster were 1d3 levels lower, +1 bonus to disbelieve.
9 to 12	No effect.
13 -18	Illusion takes effect as if the caster is 1d3 levels higher, -1 penalty to disbelieve.
19	Illusion takes effect as if the caster is 4 levels higher, -3 penalty to disbelieve.
20*	Illusion becomes real (use the shadow monster spell as a reference and apply DM's good judgment), roll a second d20, on another 20 the illusion becomes a "Living Illusion".

The Fae have an innate ability to control their illusions, and are far less likely to lose control of any illusions that they cast or create.

Living Illusions

A living illusion should be treated as a free willed Demi-Shadow Monster (as per the 5th level illusionist spell). The Living Illusion has an Intelligence score equal to ½ the combined intelligence & level of the caster, and a Wisdom equal to ½ of its creator's wisdom (thus a Living Illusion may be simultaneously incredibly intelligent and foolish). It has hit dice equal to the level of the illusion (before being adjusted to 40%).

The exact traits of the Living Illusion will be determined by what exactly the illusion was "of". An illusionary double of the caster will be similar to the caster; an illusionary dragon will be draconic. A living illusion that was generated by an illusionary wall spell will be interesting ("did that wall just move? I'd swear it moved."

Living illusions will have some minor powers of illusion themselves, including the ability to Change Self (as per the 1st level illusionist spell) and possibly (10% chance) phantasmal force (as per the 1st level illusionist spell).

The Fae Template

I almost created a "fae" template to help convert any creature into a native of the Otherworld, but in the end I just couldn't bring myself to adopt this element of the 3E version of the game.

Adapting a race to create an Otherworld variant typically isn't too difficult. A review of the creatures in the various Monster anthologies identifies a number of common powers or attributes shared by faeries. These include things like charm person abilities, alter self or change self, invisibility, dancing lights, etc.

Typically giving one to four of these powers to a creature begins to make them seem more like a faerie. Consider a "Fae Goblin" as an example. These creatures should be sneaky, thieving little rascals who will stick a knife in your back if given the chance. Give them 3rd level thieving skills, plus change self, invisibility, and reduce (the opposite of enlarge) and you've got a seemingly weak monster (7 hp max) that can drive a party crazy as a few fae goblins rob them blind, or worse.

Occupants of the Otherworld

In addition to the Greater and Lesser Fae, the otherworld is home to a variety of creatures; some fairly mundane, others quite unique. Wildlife is fairly common, including giant animals and even talking animals (which will have Low to Average intelligence, and certainly prefer not to be hunted).

Monsters exist, although many of the monsters commonly encountered by adventurers are absent. For example, there are no orcs, gnolls or ogres; although there are bugbears, trolls and scrags. With the exception of the groaning spirit and lhiannan shee (which has been described in several resources, including the Creature Catalog III supplement in Dragon magazine 101), undead are also absent; something about the Otherworld seems to sap their energy (leading some sages to speculate that the groaning spirit and lhiannan shee draw on the Otherworld to sustain them in their unlife. Of course, a Noble Fae may have found a way to simultaneously empower and constrain undead within his or her demesne, if the DM so desires.

The Lesser Fae are those creatures which are truly fae and truly natives of the Otherworld. These races invariably have magical abilities and include amongst their ranks sprites, pixies, quicklings, etc.; all of the classic faeries races. The list includes:

Monster Manual

Brownies
Dryads
Leprechauns
Nixies
Nymphs
Pixies
Sprites

Fiend Folio

Booka/Phooka

Monster Manual II

Atomie
Buckawn
Grigs
Korred
Quickling

The False Fae are a collection of creatures or entities which have some of the traits that faerie-kind has, but have a few subtle differences. The division is far from clear, and is certainly a cause for argument between scholars and faerie-kind alike (as well as the source of many rivalries). Creatures typically considered to be "False Fae" include.

Monster Manual

Centaur
Satyr
Sylph
Treants

Fiend Folio

Drow *
Kelpie
Killmoulis
Svirfneblin

* I personally use the statistics & abilities, but don't go with the black skinned, scantily clad, matriarchal, spider loving society fluff and just treat them as "fae, untainted elves", and treat mortal realm elves as a "lesser", tainted race.

Monster Manual 2

Annis
Firbolg
Formorian
Foxwoman
Greenhags
Grippli
Nereid
Sirine
Spriggan
Swanmay

Other Residents of the Otherworld

Monster Manual 2

Aarakocra
Animals, Normal
Animals (Talking) (includes bears, horses, rabbits, stags, crows & ravens, owls, etc.)
Animals, Giant (Beaver, Boar, Eagle, Lynx, Owl, Otter, Porcupine)
Blink Dogs
Bugbear
Cooshee
Disenchanter
Dragons (green, cloud, mist, and faerie)
Eblis
Elfin Cat
Ettin
Groaning Spirit (only undead that found in Otherworld)
Hybsil
Insects, Giant (Ant, Beetles, etc.)
Kenku
Lycanthropes (bear, boar, tiger, wolf, wolfwere)
Mudman
Naga
Needleman
Nonafel (Cat o'Nine Tails)
Plants (Bloodthorn, Black Willow, Forester's Bane, Hangman Tree, Quickwood)
Scarecrow
Scrags
Selkies
Shadow Mastiff
Spiders, Giant
Vapor Rat

Joxter, the Craven Sword

Stories circulate that this sword contains the soul of a man named Joxter, who was punished by the gods for his lack of bravery in battle. He is supposedly cursed to remain in this form until he performs an act of selfless bravery. This sword is of +5 value and is highly intelligent. It is rumored to speak a dozen languages and has the following powers:

- Create Food and Drink for 12 people, 3/day.
- Find Water 1 mile radius, at will.
- Point to true north, at will.
- Cure Disease, 1/day.
- Heal, 1/day.
- Charm, 1/day.

The Charm ability is done by singing, the sword has an enchanting voice. Creatures hearing it sing must save vs. Spell each round at a cumulative -1/round or be charmed. Any living creature that can hear it and has an intelligence above "Non-" may be charmed, including undead and extra-planar creatures. The sword will never cause harm, but will ask enemies to leave peacefully. Note that the wielder and companions are NOT immune to the charming. In any case, the effects last 6d6 turns.

This powerful weapon's drawback is that is it an abject coward. When faced with enemies as strong as a sick kobold it will attempt to talk its way out of combat, offering anything the wielder and companions own as a bribe. If necessary it will outshout the wielder in its attempts to avoid combat.

In combat it will shriek and cry at loud volume, having a 10%/round chance of attracting other monsters, which appear in 1d10 rounds. Note that in 3 rounds of combat it is possible to attract 3 different sets of monsters that arrive at different times.

Note that the sword is not a cursed item. The wielder may freely sell it or give it away. However, most owners have kept it for a while as +5 swords are not common. It is Chaotic Neutral in alignment and has an ego value of 26.

Also note that the sword will ignore all questions as to its identity and its origin. If stories of bravery and heroism are told in its presence it will either scoff at their veracity or begin crying.

GP value 50,000; XP value nil

by Bryan Fazekas

Monster Lore Non-Weapon Proficiency

by Vince Lethal

This is an attempt to clarify the difference between what a player knows and what his character knows. A lot of players have the contents of the monster books memorized. All the player needs is the name and they know what a monster is, if the DM doesn't announce what they've run into at the start of an encounter.

This Non-Weapon Proficiency (NWP) will be of greater use to players who have read so many *Monster Manual* entries that they have difficulty keeping all the types of oozes straight.. It also helps if the DM likes to throw in monsters from non-canonical sources or home-brewed horrors he has devised himself.

Monster Lore

Lore	Slots Required	Appropriate Ability	Die Roll Modifier
Monster Lore I (common monsters)	1	Intelligence	0
Monster Lore II (uncommon monsters)	2	Intelligence	-1
Monster Lore III (rare monsters)	3	Intelligence	-2
Monster Lore IV (very rare monsters)	4	Intelligence	-3

A character with this NWP has background knowledge on a wide variety of unnatural creatures (anything which isn't a normal animal or plant). Successful use of this NWP can answer the questions:

"What is it?"

"Does it bite?"

"How do I kill it?"

"What do I do for this sting?"

"How much can I get for its hide?"

When the PC spends 1 slot on this NWP, he gets Monster Lore I, which covers "Common" types of monsters. When the PC encounters a monster that has frequency of "common", the DM may inform the player that this beast is something like he has learned of. Successful proficiency checks can provide the common name and other information about it.

A second slot spent on this NWP gives the PC Monster Lore II. With this, the PC has knowledge of uncommon types of monsters as well as common types. Accurate details on these monsters are harder to come by, and the PC has a -1 modifier on his rolls regarding uncommon monsters. Rolls regarding common monsters are still made with no penalty.

A third and fourth slot can be spent to learn Monster Lore III and IV, respectively. A PC with these may know about rare monsters (with ML III) and very rare monsters (with ML IV). Proficiency checks made with these are harder as well.

A PC who has 4 slots in Monster Lore doesn't make all his rolls at -3. Note that the roll modifier only applies to rolls regarding monsters of the appropriate frequency. Common orcs have modifiers of 0, compared to very rare ogre magi who have a modifier of -3. And unless the PC has spent 4 slots, he can't make an educated guess about a very rare monster. Just a wild guess.

Variations

This NWP is based on the frequency of monsters in general. Variations could be designed around smaller groups based on terrain (desert beasts, sea monsters) or type (planar, undead, humanoid). And with a smaller group, that NWP might only take one slot.

What can a PC actually do with what he knows? Much of this is at the DM's discretion. A successful roll could:

a) Give the player the name of the monster.

b) Let the player know how the monster attacks, and if it has a special kind of attack like poison or a breath weapon.

c) A successful check could remind the player of a weakness or vulnerability the monster in question has. Or if it has a special defense.

d) With a successful check, the DM can hint, advise, or tell outright the best remedy for damage suffered ... or what the proper antidote would be. Will a torch applied to the wound take care of it? Or does the victim need a *Cure Disease* spell?

e) A character with the proper knowledge will know if there are valuable or useful parts besides the hide of the beast. Such as the gem at the core of bowlers, or a venom gland in snakes. A successful check could give a bonus in rendering the carcass or extracting a specific organ successfully.

f) At the DM's discretion, a character with this NWP could have bonuses to tracking monsters he has knowledge of, or creating a more believable illusion of them. Or he might be able to assist someone else who is tracking or creating an illusion. Or a PC with healing NWP might get a bonus on treating poisoned wounds if she knows about the monster that inflicted it.

Players and DMs should iron out the particulars of what can be done with Monster Lore in their games. It may be of no use to players who have memorized all the monster catalogs. If a player is willing to tie up 1 or more slots in this instead of other NWP's, I would encourage DMs to let them get something out of it.

Broach of Ratri

This broach is carved from the purest of crystal, and is in the shape of a rat, wolf, bear, boar, or tiger. When an illusionist casts an illusion of the were form of any of these creatures (e.g. a wererat) the illusion has all sense components, and any disbelief saves against it are at -4.

This item may be used by illusionists.

GP value 8,000; XP value 4,000 XP

by Ian Slater

Coins of Damage

All **Coins of Damage** appear to be a normal copper coin, old and tarnished. They radiate magic and the benefits are gained when worn in a bag around the neck, providing a benefit or bane in live combat.

Coin of "+" Damage: These coins give the wearer an extra 1d4 hp damage bonus upon any successful hit. Note that each coin has 1d20+80 charges when found and each successful hit drains a charge. When the coin runs out of charges it crumbles to dust.

Coin of "-" Damage: These cursed coins subtract 1d4 hp from each damage roll, down to a minimum of 1 point. An *Exorcise* is required to be rid of it.

This table indicates the plus or minus:.

d100	Value (+/-)
01-50	1
51-80	2
81-95	3
96-00	4

Coin of Double Damage: This coin doubles the damage done by any physical hit done in combat. This coin has charges and any hit drains one charge. A coin will have 1d20+20 charges, and when this coin runs out of charges the user must save vs. Spells, failure meaning that the coin becomes a **Coin of Half Damage**, otherwise it crumbles to dust.

Coin of Half Damage: This coin halves the damage done in combat. An *Exorcise* followed by a *Remove Curse* is needed to be freed of one.

Coin of + Damage - GP value 4,000/plus; XP value 200/plus

Coin of - Damage - GP value 3,000/plus; XP value nil

Coin of Double Damage - GP value 25,000; XP value 1,000

Coin of Half Damage - GP value 6,000; XP value nil

by Bryan Fazekas

Spells by Magic Type

by Tim Moore

This article is a continuation of the article *An Alternative Spell Memorization System* published in Issue 9. Following is a list of all the spells in the *AD&D Players Handbook* and *Unearthed Arcana,* plus some from TSR produced modules, *Dragon Magazine,* or *Greyhawk Adventures*. Spells from the latter sources are marked with an asterisk (*).

Magic Type	Cleric Spells			
	Level 1	Level 2	Level 3	Level 4
Abjuration	Protection from Evil, Protection From Good, Remove Fear, Cause Fear, Sanctuary	Stalk*	Cure Blindness, Cause Blindness, Cure Disease, Cause Disease, Glyph of Warding, Negative Plane Protection, Remove Curse, Bestow Curse, Remove Paralysis, Cause Paralysis	Abjure*, Exorcise, Minor Ward, Protection from Evil 10' radius, Protection from Good 10' radius, Spell Immunity
Alteration	Create Water, Destroy Water, Endure Cold, Endure Heat, Hand Fire*, Light, Darkness, Magic Stone, Precipitation, Purify Food & Drink, Putrify Food and Drink, Resist Cold, Scribe*, Spittle*, Mending*	Resist Fire, Silence 15' Radius, Speak With Animals, Stalk*, Translate*, Withdraw	Cloudburst, Continual Light, Continual Darkness, Create Food & Water, Dispel Magic, Flame Walk, Magical Vestment*, Meld Into Stone, Water Walk	Giant Insect, Shrink Insect, Imbue with Spell Ability, Log to Lizard*, Lizard to Log*, Lower Water, Raise Water, Neutralize Poison, Poison, Plague*, Scroll*, Speak with Plants, Spike Growth, Tongues, Confuse Tongues
Conjuration / Summoning	Bless	Aid, Chant, Dust Devil, Holy Symbol, Vicissitude*	Magical Vestment*, Prayer	Implore
Divination	Detect Magic, Detect Evil, Detect Good, Penetrate Disguise, Portent	Augury, Detect Charm, Conceal Charm, Detect Curse*, Detect Life, Find Traps, Know Alignment, Obscure Alignment	Locate Object, Obscure Object	Detect Lie, Undetectable Lie, Divination
Enchantment / Charm	Command, Disguise Religious Following	Beguiling*, Enthrall, Hold Person, Messenger, Snake Charm	--	Footsore*, imbue with Spell Ability, Spike Growth, Sticks to Snakes, Snakes to Sticks
Evocation	Combine	Wyvern Watch	Glyph of Warding	Meteors*, Sunburst*
Illusion / Phantasm	Invisibility to Undead	--	--	Cloak of Fear, Cloak of Bravery
Invocation	Ceremony	Spiritual Hammer	--	--
Necromantic	Cure Light Wounds, Cause Light Wounds	Aid, Slow Poison	Animate Dead, Death's Door, Feign Death, Speak with Dead	Cure Serious Wounds, Cause Serious Wounds

Magic Type	Cleric Spells			Druid Spells
	Level 5	Level 6	Level 7	Level 1
Abjuration	Atonement, Dispel Evil, Dispel Good, Major Ward	Forbiddance	--	--
Alteration	Air Walk, Plane Shift, Rainbow, Spike Stones	Animate Object, Command Earth*, Part Water, Speak with Monsters, Word of Recall	Astral Spell, Control Weather, Earthquake, Exaction, Succor, Summons, Wind Walk	Entangle, Faerie Fire, Invisibility to Animals, Precipitation, Purify Water, Contaminate Water, Shillelagh, Speak With Animals
Conjuration / Summoning	Ebony Tendrils*, Insect Plague	Aerial Servant, Conjure Animals, Enmeshment*	Gate, Holy Word, Unholy Word, Symbol	--
Divination	Commune, Magic Font, True Seeing, False Seeing	Communicate*, Find the Path, Stone Tell	--	Detect Balance, Detect Magic, Detect Pits and Snares, Detect Poison, Locate Animals, Predict Weather
Enchantment / Charm	Golem, Quest, Spike Stones	--	Succor, Summons	Animal Friendship, Pass Without Trace
Evocation	Flame Strike, Rainbow	Blade Barrier, Disc of Concordant Opposition*, Heroes Feast,	Digit of Distruption*, Exaction	--
Illusion / Phantasm	--	--	--	Ceremony
Invocation	--	--	--	--
Necromantic	Animate Dead Monsters, Cure Critical Wounds, Cause Critical Wounds, Raise Dead, Slay Living	Heal, Harm	Regenerate, Wither, Restoration, Energy Drain, Resurrection, Destruction	--

Magic Type	Druid Spells			
	L2 Spells	L3 Spells	L4 Spells	L5 Spells
Abjuration	--	Protection from Fire	Dispel Magic, Protection from Lightning, Repel Insects	Anti-Plant Shell
Alteration	Barkskin, Create Water, Goodberry, Badberry, Heat Metal, Chill Metal, Obscurement, Produce Flame, Warp Wood	Call Lightning, Cloudburst, Neutralize Poison, Poison Touch, Plant Growth, Pyrotechnics, Spike Growth, Stone Shape, Tree, Water Breathing, Air Breathing	Control Temperature 10' radius, Plant Door, Produce Fire, Extinguish Fire, Speak with Plants	Animal Growth, Shrink Animal, Control Winds, Moonbeam, Pass Plant, Spike Stones, Sticks to Snakes, Nakes to Sticks, Transmute Rock to Mud, Transmute Mud to Rock
Conjuration / Summoning	--	Summon Insects	Animal Summoning I, Call Woodland Beings	Animal Summoning II, Insect Plague
Divination	Locate Plants, Reflecting Pool	Know Alignment	--	Commune with Nature

Magic Type	Druid Spells			
	L2 Spells	L3 Spells	L4 Spells	L5 Spells
Enchantment / Charm	Charm Person or Mammal, Trip	Hold Animal, Snare, Spike Growth	Hold Plant	Spike Stones
Evocation	Fire Trap, Flame Blade, Goodberry, Badberry,, Reflecting Pool	Starshine	--	Moonbeam, Wall of Fire
Invocation	--	--	--	--
Illusion / Phantasm	--	Starshine	Hallucinatory Forest, Dispel Hallucinatory Forest	--
Necromantic	Cure Light Wounds, Feign Death, Slow Poison	Cure Disease, Cause Disease	Cure Serious Wounds, Cause Serious Wounds	--

Magic Type	Druid Spells		Magic User Spells	
	L6 Spells	L7 Spells	Level 1	Level 2
Abjuration	Anti-Animal Shell		Protection From Evil, Protection From Good	Preserve, Protection From Cantrips
Alteration	Transmute Water to Dust, Transmute Dust to Water, Transport via Plants, Turn Wood	Animate Rock, Control Weather, Sunray, Transmute Metal to Wood	Affect Normal Fires, Burning Hands, Comprehend Languages, Confuse Languages, Dancing Lights, Enlarge, Erase, Fire Water, Hold Portal, Feather Fall, Jump, Light, Melt, Mending, Message, Precipitation, Reduce, Shocking Grasp, Spider Climb, Wizard Mark	Bind, Continual Light, Darkness 15' Radius, Deeppockets, Flaming Sphere, Fools Gold, Irritation, Knock, Levitate, Magic Mouth, Pyrotechnics, Rope Trick, Shatter, Strength, Vocalize, Wizard Lock
Conjuration / Summoning	Animal Summoning III, Conjure Fire Elemental, Dismiss Fire Elemental, Fire Seeds, Wall of Thorns, Weather Summoning	Conjure Earth Elemental, Dismiss Earth Elemental, Creeping Doom	Armor, Find Familiar, Mount, Push, Unseen Servant	--
Divination	--	--	Detect Magic, Identify, Read Magic, Unreadable Magic	Detect Evil, Detect Good, Detect Invisibility, ESP, Know Alignment, Locate Object, Obscure Alignment, Obscure Object
Enchantment / Charm	Feeblemind, Liveoak	Changestaff, Confusion, Finger of Death	Charm Person, Friends, Run, Sleep, Taunt	Bind, Deeppockets, Forget, Ray of Enfeeblement, Scare

Magic Type	Druid Spells		Magic User Spells	
	L6 Spells	L7 Spells	Level 1	Level 2
Evocation	--	Changestaff, Chariot of Sustarre, Fire Storm, Fire Quench, Sunray	Alarm, Grease, Magic Missile, Shield, Tenser's Floating Disk, Write	Flaming Sphere, Melf's Acid Arrow, Stinking Cloud, Tasha's Uncontrollable Hideous Laughter, Web, Whip, Zephyr
Invocation	--	--	--	--
Illusion / Phantasm	--	--	Nystul's Magic Aura, Ventriloquism	Audible Glamer, Leomund's Trap, Invisibility, Mirror Image
Necromantic	Cure Critical Wounds, Cause Critical Wounds	Reincarnate	--	--

Magic Type	Magic User Spells			
	Level 3	Level 4	Level 5	Level 6
Abjuration	Dispel Magic, Protection from Evil 10' Radius, Protection from Good 10' Radius, Protection from Normal Missiles	Dispel Illusion, Minor Globe of Invulnerability	Avoidance, Dismissal, Beckon	Anti-Magic Shell, Globe of Invulnerability, Repulsion, Spiritwrack
Alteration	Blink, Cloudburst, Explosive Runes, Fly, Gust of Wind, Haste, Infravision, Item, Leomund's Tiny Hut, Melf's Minute Meteors, Secret Page, Slow, Tongues, Indecipherable Speech, Water Breathing, Air Breathing, Wind Wall	Dimension Door, Enchanted Weapon, Disenchant Weapon, Extension, Fire Shield, Leomund's Secure Shelter, Otiluke's Resilient Sphere, Plant Growth, Polymorph Other, Polymorph Self, Rary's Mnemonic Enhancer, Stoneskin, Ultravision, Wizard Eye	Airy Water, Animal Growth, Animal Reduction, Avoidance, Distance Distortion, Extension II, Fabricate, Leomund's Secret Chest, Passwall, Stone Shape, Telekinesis, Teleport, Transmute Rock to Mud, Transmute Mud to Rock	Control Weather, Disintegrate, Extension III, Glassee, Guards and Wards, Lower Water, Mordenkainen's Lucubration, Raise Water, Move Earth, Otiluke's Freezing Sphere, Part Water, Project Image, Stone To Flesh, Flesh to Stone, Tenser's Transformation, Transmute Water To Dust, Transmute Dust to Water
Conjuration / Summoning	Flame Arrow, Material, Monster Summoning I, Sepia Snake Sigil	Evard's Black Tentacles, Monster Summoning II	Conjure Elemental, Dismissal, Leomund's Secret Chest, Monster Summoning III, Mordenkainen's Faithful Hound	Death Spell, Enchant an Item, Ensnarement, Invisible Stalker, Monster Summoning IV
Divination	Clairaudience, Clairvoyance, Detect Illusion	Magic Mirror	Contact Other Plane	Legend Lore

Magic Type	Magic User Spells			
	Level 3	Level 4	Level 5	Level 6
Enchantment / Charm	Hold Person, Suggestion	Charm Monster, Confusion, Fire Charm, Fumble, Leomund's Secure Shelter, Magic Mirror	Dolor, Fabricate, Feeblemind, Hold Monster, Leomund's Lamentable Belabourment	Eyebite, Guards and Wards, Geas
Evocation	Fireball, Lightning Bolt, Material, Melf's Minute Meteors,	Dig, Fire Shield, Fire Trap, Ice Storm, Otiluke's Resilient Sphere, Shout, Wall of Fire, Wall of Ice	Bigby's Interposing Hand, Cloudkill, Cone of Cord, Leomund's Lamentable Belabourment, Sending, Wall of Force, Wall of Iron, Wall of Stone	Bigby's Forceful Hand, Chain Lightning, Contingency, Guards and Wards, Otiluke's Freezing Sphere, Spiritwrack, Tenser's Transformation
Invocation	--	--	--	--
Illusion / Phantasm	Invisibility 10' Radius, Phantasmal Force	Fear, Hallucinatory Terrain, Massmorph	--	Eyebite, Project Image
Necromantic	Feign Death	--	Animate Dead	Reincarnation
Possession	--	--	Magic Jar	--

Magic Type	Magic User Spells			Illusionist Spells
	Level 7	Level 8	Level 9	Level 1
Abjuration	Banishment, Sequester, Volley	Mind Blank, Serten's Spell Immunity	Imprisonment, Freedom, Prismatic Sphere	--
Alteration	Duo-Dimension, Mordenkainen's Magnificent Mansion, Phase Door, Reverse Gravity, Statue, Teleport Without Error, Torment, Truename, Vanish	Glassteel, Incendiary Cloud, Otiluke's Telekinetic Sphere, Permanency, Polymorph Any Object, Sink	Shape Change, Succor, Temporal Stasis, Temporal Reinstatement, Time Stop	Chromatic Orb, Color Spray, Dancing Lights, Darkness, Gaze Reflection, Light, Phantom Armor, Wall of Fog
Conjuration / Summoning	Cacodemon, Drawmij's Instant Summons, Limited Wish, Monster Summoning V, Mordenkainen's Magnificent Mansion, Power Word, Stun	Maze, Monster Summoning VI, Power Word - Blind, Symbol, Trap the Soul	Crystalbrittle, Gate, Monster Summoning VIII, Mordenkainen's Disjunction, Power Word - Kill, Prismatic Sphere, Wish	--
Divination	--	--	--	Detect Illusion, Detect Invisibility, Read Illusionist Magic, Unreadable Illusionist Magic
Enchantment / Charm	Charm Plants, Truename	Antipathy/Sympathy, Binding, Demand, Mass Charm, Otto's Irresistible Dance, Sink	Mordenkainen's Disjunction, Succor	Hypnotism
Evocation	Banishment, Bigby's Grasping Hand, Delayed Blast Fireball, Forcecage, Mordenkainen's Sword, Torment	Bigby's Clenched Fist, Binding, Demand, Incendiary Cloud, Otiluke's Telekinetic Sphere	Astral Spell, Bigby's Crushing Hand, Energy Drain, Meteor Swarm	Chromatic Orb

Magic Type	Magic User Spells			Illusionist Spells
	Level 7	Level 8	Level 9	Level 1
Invocation	--	--	--	--
Illusion / Phantasm	Mass Invisibility, Sequester, Simulacrum	--	--	Audible Glamer, Change Self, Phantasmal Force, Phantom Armor, Spook
Necromantic	--	Clone	--	--
Possession	--	--	--	--

Magic Type	Illusionist Spells			
	Level 2	Level 3	Level 4	Level 5
Abjuration	--	Dispel Illusion, Non-Detection	Dispel Magic	--
Alteration	Alter Self, Fog Cloud, Magic Mouth, Ultravision, Whispering Wind	Continual Darkness, Continual Light, Delude, Rope Trick, Phantom Wind, Wraithform	Minor Creation, Rainbow Pattern, Solid Fog, Vacancy	Dream, Major Creation, Projected Image
Conjuration / Summoning	--	Phantom Steed	--	Maze, Summon Shadow
Divination	Detect Magic	--	--	Magic Mirror
Enchantment / Charm	--	Suggestion	Confusion, Emotion	Chaos, Magic Mirror
Evocation	--	--	--	--
Invocation	--	--	--	--
Illusion / Phantasm	Alter Self, Blindness, Blur, Deafness, Fascinate, Hypnotic Pattern, Improved Phantasmal Force, Invisibility, Mirror Image, Misdirection, Ventriloquism, Whispering Wind	Fear, Hallucinatory Terrain, Illusionary Script, Invisibility 10' Radius, Paralysation, Phantom Steed, Phantom Wind, Spectral Force, Wraithform	Dispel Exhaustion, Improved invisibility, Massmorph, Phantasmal Killer, Shadow Monsters, Rainbow Pattern, Vacancy	Advanced Illusion, Demi-Shadow Monsters, Dream, Projected Image, Shadow Door, Shadow Magic, Tempus Fugit, Tempus Tardat
Necromantic	--	--	--	--

Magic Type	Illusionist Spells	
	Level 6	Level 7
Abjuration	--	First Level Magic-User Spells, Prismatic Spray, Prismatic Wall
Alteration	Death Fog, Mirage Arcane	First Level Magic-User Spells, Astral Spell
Conjuration / Summoning	Conjure Animals	Alter Reality, Prismatic Spray, Prismatic Wall
Divination	True Sight	First Level Magic-User Spells, Vision
Enchantment / Charm	Mass Suggestion	First Level Magic-User Spells, Shadow Walk
Evocation	Death Fog	First Level Magic-User Spells, Weird
Invocation	--	--
Illusion / Phantasm	Demi-Shadow Magic, Mirage Arcane, Mislead, Permanent Illusion, Phantasmagoria, Programmed Illusion, Shades, Veil	Alter Reality, First Level Magic-User Spells, Shadow Walk, Weird
Necromantic	--	--

Qar-Shonn's Ring of Abjuration

by Ian Slater

If the wearer casts *Dispel Magic* while this ring is worn, normal spell function will be altered:

- The base chance of success is 75%, the adjustment for the caster being lower level is reduced to -1%, and the bonus for the caster being higher level is increased to 6%.
- It will destroy potions treating them as 6th level.
- The spell may be used against scroll, magic ring, wand, rod, staff, miscellaneous magic item, magic weapon, magic shield and magic armor, with a base success rate of 25%, + 1% per caster level and - 1% per 100 xp value of magical item. The dispel lasts 3d4 rounds.

The ring may be used once a day. After 100 uses it crumbles to dust. Usable by clerics, druids, magic-users, and illusionists.

GP value 25,000; XP value 4,000

Dilmethayor's Earring of Hearing

Dilmethayor was a renowned adventurer who amassed a significant collection of magical wands over his career. The earring may be worn in either ear. Up to twice per day, when a command word (for a magic item) is spoken within 30' of the user of the earring they will hear the word and it will be "stored" in the earring for later recollection. In addition, once per day the earring will allow the user to utter a previously heard command word even while under the effects of a *Silence* spell or when otherwise restrained. Usable by magic-users and illusionists.

GP value 8,000; XP value 2,500

by Ian Slater

Playing with Missile Fire

By Lenard Lakofka

Preface

First I want to apologize to one or more authors who have had this same idea. I do not get The Dragon any more (I had a Life Time subscription in the Gygax years but 'someone' cancelled it – I wonder who?) and I have not read all of the addenda and articles for versions of not only AD&D but other medieval fantasy role playing games (or table top miniatures rule sets). If I'm mimicking anyone I'm sorry.

Second I'd like to say why I'm writing this article. AD&D has many tables used for various things or actions that have a chance of something happening (some percentage chance per round, or so many blows every other round, spells that can learned with a percentage chance based on Intelligence score, etc.). These rules and chances often are grouped or have skips in strange ways that don't make a world of sense. Missile range subtractions for anything over "short range" is one of those odd skips.

The human, demihumans or humanoid firing a missile or hurling an object is subject to a reducing based on the total usual range for the missile. No adjustment for short range, -2 for medium range and -5 for long range. Here is the table we have been using for an assortment of usual missiles that are fired or hurled:

Expanding ranges

However, does that make sense? Why isn't there -1, -3 and -4 to hit? That must happen at some point in the given range. So here is a proposal on how than can be changed. I introduced this concept in the rewrite in the Archer/Archer-Ranger classes as published in *& Magazine* Issue 7

Classic Missile Weapon Ranges (feet)

Weapon	Short	Med	Long
range adjustment	*+0*	*-2*	*-5*
hand ax	30	31-60	61-90
bow, composite, long	180	181-360	361-630
bow, composite, short	150	151-300	301-540
bow, long	210	211-420	421-630
bow, short	150	151-300	301-450
crossbow, heavy	240	241-480	481-720
crossbow, light	180	181-360	361-540
dagger	30	31-60	61-90
dart	45	46-90	91-135
hammer	30	31-60	61-90
javelin	60	61-120	121-180
sling, bullet	150	151-300	301-600
sling, stone	120	121-240	241-480
spear	30	31-60	61-90

Here is my take on the expanded ranges.

Example: the Long Bow

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
10-50*	51-210	211-310	311-420	421-490	491-540	541-630
Archers Adj*	no adjust	-1	-2	-3	-4	-5

Example: the light crossbow or short composite bow

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
N/A	10-180	181-260	261-360	361-420	421-480	481-540
Archers Adj*	no adjust	-1	-2	-3	-4	-5

Example: the throwing dagger or hand axe or hammer or spear

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
N/A	4-30	31-45	46-60	61-70	71-80	81-90
Archers Adj*	no adjust	-1	-2	-3	-4	-5

Example: the heavy crossbow

Point Blank	Short	Target	Medium	Intermediate	Long	Extreme
N/A	10-240	241-360	361-480	481-560	561-640	641-720
Archers Adj*	no adjust	-1	-2	-3	-4	-5

I've added "Target", "Intermediate" and "Extreme" to the usual Short, Medium and Long. I've also note that "Archers" [the sub class] adds "Point Blank" as well.

This gives a scale (for most missile fire) of 0, -1, -2, -3, -4 and -5.

You can do the other weapons if you wish other than the Examples I've given.

*Archer adjustment means for the Archer subclass. Archer adjustments are for Bows only.

You will note the new expanded range types have range subtractions of -1 through -5 not just -2 and -5. This is more 'realistic' but requires some close examination of range determination.

The DM may well have to toss dice to determine the exact range. He likely will not announce the enemy is "at 264 feet" choose your missile weapon. He has to approximate and then based on target movement, if any, what is a good final ruling. Dice being the best decider in these cases. Targets can be stationary or moving in relation to the missile firing/hurling individual. Away and Toward are the easiest followed by from right to left or left to right at roughly 90 degrees to the line of trajectory. Unusual angles could allow you to get our Trig Tables but don't make it too complicated for yourself.

Short range missiles are vexing if the opponent is advancing, and worse, running right at you! The segment combat system and initiative are not designed well for an opponent that is running at you, does not get to you in a round, and then keeps on running. Does initiative still apply and can agility be applied to initiative on a charging figure [be he/she/it a player character, NPC or monster]? I vote for initiative of a running (charging figure) but use d4 instead of d6. But do not count agility. He/she or it is running toward something. What does dexterity have to do with that?

I use individual initiative and never group initiative in every melee where the players and key NPCs are involved!

Some of the calculation the DM just makes up as he/she goes. There is no easy table to use.

The armor classes listed convert as follows (according to the AD&D Players Handbook):

Hurled Weapons and Missile Chart

AC	Description
10	no armor
9	shield only *
8	leather or padded
7	leather or padded with shield, studded leather or ring mail
6	studded leather or ring mail with shield, or scale mail
5	scale mail with shield or chain mail
4	chain mail with shield, splint mail or banded mail
3	splint or banded mail with shield or plate mail
2	plate with shield

* *Shield Only* means you see the missile coming or put up in front of you knowing that missile fire is coming at you from a confined area, perhaps 60 degrees or so.

Note that in cases where with shield is given with one kind of armor confuses it a bit. The DM might feel there is a -1 lurking in the cases where the shield is added to an armor type.

I always hated this chart because it is confusing. Note that armor class does NOT include plusses due to magic, Bracers of Defense, Rings and Cloaks of Protection or dexterity adjustments! Do not consider those magic items or high dexterity in determining the "armor class". Bracers of Defense read as "armor class" as given in the table. The other things add or subtract after you determine the addition or subtraction (if any) for the type of armor being fired at.

Confusion aside there are some hurled weapons versus plate or plate and shield that should be considered for the subtractions given in the table. Specifically the hand axe, club, dagger, dart, javelin, sling stone and spear when thrown do not do well versus plate or plate and shield. Fired weapons like the short bow, short composite bow and sling bullet also bounce a bit on plate or plate and shield.

A number of weapons are also very good against weak armor specifically all of the bows and crossbows versus no armor, shield only, leather, leather & shield and studded leather.

Once you get to chain and chain with shield the adjustment are less or zero.

Do I urge you to use the chart? Yes and no. When you see +2 or better to hit versus an armor type or -2 or better versus the better types of armor you should certainly consider it.

The player who is in chain, splint, banded or plate will be very vexed if the peasants throw darts and clubs and get hits! Recall that vexation should also apply to your NPCs in those armor types.

Look at the chart versus armor type (not armor class) then see if magic or dexterity comes into play and go forth.

A usual movement rate is "9 inches" i.e. 270 feet per minute or about 3 miles per hour. Running doubles that rate to 540 feet per minute or 6 miles per hour. So if you are running towards a figure throwing a dagger at you your jeopardy is for up to 180 feet. You cover 180 feet in just over three segments (54 x 3=162, 54 x 4 = 216). So if the dragger thrower has lousy initiative you are on him before he gets to toss it! Arrows are another matter because of longer range. A fired arrow flies about 200 feet or so in a second (for medieval long bow firing wooden arrows). So in a segment it reaches its target. I like to use fire at the begging of a segment and arrive at the end of a segment. At short ranges that would make arrows too powerful in the AD&D combat system. Unbalancing the combat system for realism, in this case, harms the overall system.

Potion of Invulnerability II

An improved form of the **Potion of Invulnerability** usable by fighters, this potion bestows immunity to attacks from creatures of less than 6+2 hit dice, unless using a weapon of +2 enchantment or greater. The armor class of the imbiber improves 4 points and saving throws vs. all attack forms improve by +4. The effects last 4d4 rounds.

GP value 1,000; XP value 550

by Bryan Fazekas

Potion of Invulnerability III

This potion is a greatly improved version of the **Potion of Invulnerability**. Creatures of 8+3 or less hit dice cannot harm the imbiber unless using a weapon of +3 or greater enchantment. The armor class of the imbiber is improved 6 points and all saving throws are at +6. The effects last 3d4 rounds.

GP value 1,500; XP value 850

Is There Room for Text-Based Gaming in the Old School Renaissance?

by Thomas W. Thornberry

In an age of ever faster computer gaming console processors, and an Internet that allows players around the world to log into a digital world shared by millions of other gamers in real time, is there still a place for old school, text-based role-playing? This article argues that in spite of its low-tech lack of digital glamour, denial of immediate gratification and the obvious interpersonal tradeoffs, the answer is yes.

What is Text-Based Role-Playing?

In contrast to tabletop gaming, in which players and the Dungeon Master speak to each other in real time, **text-based** gaming is a format in which participants state their character's actions through writing. This can be simple ("Melissa attacks with her sword") or complex ("Her face locked into a rigor of hate, memories of all the injustices she's ever suffered flying like burning fireflies through her angry mind, Melissa lets her need for vengeance fuel her arm as she attacks with her blood-dripping sword!") Although it has moved across technological platforms, anything from paper-and-pencil correspondence to modern keyboards, what defines text-based role-playing ultimately is that it is *compositional* in nature, rather than *oral*. It draws from the *writer's* repertoire of skills more than that of the actor or the strategist. In most cases too, it is *asynchronous*; i.e. participants need not be available to play at the same time or place.

Text-Based Gaming: A Brief History

In the 1970s, gaming via text usually took the form of play-by-mail (PBM). Players paid a fee to a business that would send them game rule books, lay out a scenario for them remotely, and then respond to "moves" the players sent by old fashioned postal correspondence. Even then, however, the two concepts--one form, the other method--would diverge quickly.

This was perhaps because the gaming by mail industry was beset by technical and business model problems almost from the get-go. *Dragon Magazine*, Issue #85 (May 1984), for example, published the article "PBM: Problems by Mail" by Michael Gray, which identified such issues for PBM games like long turnaround times, lack of company response to player questions and clumsy game design. Such a learning curve stunted the growth of appreciation for the format. One solution proposed by Mr. Gray involved reducing the "human moderation" element via computer-aided refereeing. His recognition of the need for automating responses--in effect reducing the latitude for creative writing--for PBM games indicates that even thirty years ago, text-based role-playing and play-by-mail as a medium were destined to go their separate ways.

By the early 1980s, the earliest computer games were starting to divert significant attention from PBM methods of text-based role-playing. Such games as *Zork* (1981) simulated their RPG elder siblings by describing the game setting in text on the television screen (yes, this was before widespread use of monitors). The players had to type their responses in a two-word format or other combination recognizable by the program in order to engage the story. Ultimately, though, it was the graphics-oriented video game culture that gained the sharpest upward surge, and text-based computer games eventually started to look antiquated. Still, a few of them hung on a while longer, for perhaps the same reasons that traditional tabletop gaming in general hasn't faded away. There's still a lure to storytelling, an integral element shared by both tabletop and text-based play. Although my brother and I had a Nintendo Entertainment system by 1988, I can remember the thrill of excitement when we acquired the text-based game *Pyramid* for our beloved 1986 Tandy Color Computer 3!

By the early 1990s, video gaming and cyberspace were concurrent developments, both springing from the rapid advancements in digital technology. Under such conditions, RPGs in general did lose dedicates, as more

people gave valuable time and attention to button-mashing heirs of those older style games. Interestingly, many of the more popular video games were those with a strong story, and scores of them borrowed directly from the fantasy themes of AD&D. Remember the *King's Quest* line, the *Legend of Zelda*, *Tomb Raider* or even the *Legacy of Kain*? Testimony to the fact that our need for stories and storytelling will never be outdated. And even amidst the flash of increasingly sophisticated graphics, old school text gaming with traditional AD&D rules has always retained a strong core following among a variety of Internet platforms, as each became easier to use by less tech-savvy gaming enthusiasts. One could still find spell casting, goblin cleaving or dragon fire in busy message boards, email, chat and most recently, collaborative cloud-based documents.

Still, Text-Based Role-Playing: Why Bother?

There seems little doubt that for most, text-based gaming is a fallback option. Most AD&D enthusiasts prefer the vitality, spontaneity and social exchange of real-time tabletop play.

And let's face it, text-based AD&D campaigning comes with some pretty hefty disadvantages. For example:

- It's very, VERY slow. Even with instantaneous delivery media, a single adventure may take months to complete. In my experience, text-gaming electronically doesn't happen much faster than well-administered PBM did thirty years ago. It's less about technology, and more that players are not always readily available. Vacations, work deadlines and family commitments are speed bump realities.
- Asynchronous writing lacks the banter of live tabletop. Rather than the raucous, bawdy social institution familiar to most gamers, you're alone with only the computer screen to connect you with the game.
- Game mechanics are opaque. If you're accustomed to rolling your own Saving Throws, initiative dice, hit points or damage, it's disconcerting to have everything happen on the DM's side, where you can't see what's going on. This also makes teaching the rules to new players harder.
- Text-based play necessarily favors creative writing types. If you're intimidated by the blank screen, having your character exist completely as words can be off-putting.
- It's prone to stagnation. Lacking the immediacy of tabletop play, text-based gaming can fall into the background among other competing activities for a participant's attention. Plus some players simply need more regular feedback on their gaming than 2-3 moves per week.

Thus far, we almost seem to be making the case *against* text-based campaigning! There are just so many options now for live tabletop. Isolated from your friends, or in a new place where you don't know any ready gamers? No problem! With faster computers and a globe-spanning World Wide Web, we can as easily send audio and video over wires and airwaves as we can written text. Skype, hangouts, meet-up web sites, social media, MMORPGs…all virtually guarantee that finding a real-time venue is child's play.

Text-Based Role-Playing: The Benefits

Now we move forward with making a case *for* modern-day text gaming in AD&D:

Text-based campaigning can flex to your schedule. Let's face it, faster technology does not more time create. In fact, the faster we make our machines, the more our lives fill up with other commitments to compensate. Zapping food to piping hotness by microwave was a miracle in 1982; today, we're looking at our watches and tapping our feet as the last thirty seconds tick down, because we now have five other things to do while we eat on the go. And life takes over. When it does, gaming hobbies get bumped. In fact, this was the situation in which I and my gaming group found ourselves in 2004. Out of college a handful of years, we were moving away, and many of my friends were having babies. Getting together on a regular basis was no longer possible. The only way to be able to play at all was through a non-intrusive, asynchronous medium. Text was our answer.

Text campaigns can run in the background. Related to the time flexibility is the fact that text-based AD&D can happen anywhere, under any conditions. Since players and DM need not play at the same time and place, you don't have to wait eagerly until the Friday night tabletop session to see if that arrow your character shot at session's end last week will find its mark. Instead, you can take "AD&D breaks" in an otherwise busy weekday. Such little acts of creativity--throwing spells, crawling through a dungeon, picking a lock--can do wonders for morale during a particularly drudge workday.

About the Author

Thomas W. Thornberry has published extensively on professional psychology and health-related topics in *Health Beat Magazine*. This is his first submission as a hobbyist. Thomas' experience with gaming began in March 1989, a critical period in which *AD&D* was first tipping toward Second Edition. He was fortunate to have had a short but critical window of opportunity in which to experience the game through Gary Gygax's high prose, while simultaneously mastering the updated game mechanics of 2E. After 3E emerged, he always felt mildly guilty for sticking with 2E, and is now grateful for the resources and support of the OSR. He considers himself a grognard and proud of it!

You can visit Thomas' Ancient Roman campaign world at:

http://mundusromanus.blogspot.com/2014/01/chapter-i-fellowship-of-road-havoc-on.html

It offers a self-documenting story format. Traditional tabletop is immediate, but players forget specific details of any given adventure within a matter of weeks ("Yeah, we were in this castle...I forget why we were there, but there was a lich, and, uh…for some reason, he was attacking us with this spell..."). With text, you and your party can be recall past adventures perfectly and re-experience them years later.

They can be shared with supportive people not otherwise a part of the role-playing hobby, but who enjoy hearing the tales. This is a good way to bring aboard spouses, relatives or others who see AD&D as "geeky," but who still want to understand why you love it so much.

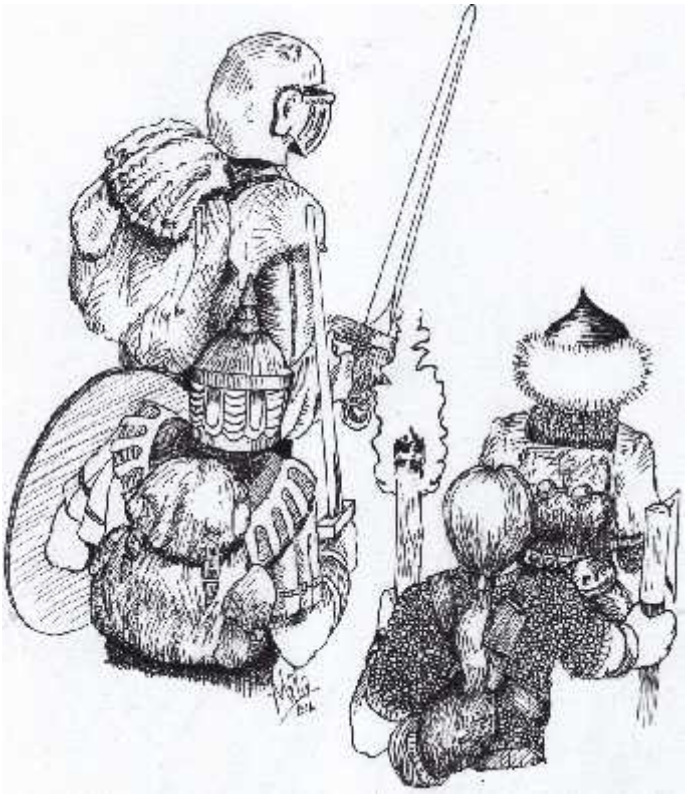
Text-based gaming is simultaneously a creative writing project. How many of us always feel like we've "got that novel in us," yet we never seem to have time to get to the keyboard? Formatted correctly, text play not only lets you indulge your inner Elf Lord minutes each day, it also lets you collaborate in novelizing a part of your life, in a format that today has the longevity and near-respectability of print publication two decades ago.

More options for character development/motivations. You supply not only a character's words, but also their body language and internal dialogue. Unlike tabletop, where the character's personal history may only be vaguely defined and the details easily lost in the dice rolling, text makes details easy to re-read and confirm. Ergo, they can more smoothly become relevant to encounters in-game, and can even be the basis for future adventures.

It's much easier to spice up specific historical settings. For example, a multilingual character who speaks something loosely based on a real language can have dialogue with foreign words peppered throughout. This is more easily done than with tabletop, as you can supply hyperlinks to sites like Google Translate for the benefit of your readers who may not be participants or language enthusiasts.

Conclusions

Certainly, playing by composition isn't for all gamers. The DM must screen for patient writers who have the discipline to respond regularly and the grit to keep their eye on longer-term story-writing goals. Even still, text-based gaming need not be just a fallback position. If you give it a chance, you may find that in the broader context of the OSR, text-gaming has an old fashioned charm of its own.



Creature Feature I: Were-Bison

by Andrew Hamilton

Were-Bison

Frequency:	Very rare
No. App.:	3d6
Armor Class:	3
Move:	12" or 15" (biped or quadruped)
Hit Dice:	7+3
% in Lair:	nil
No. of Attacks:	2 horns or 1 charge
Damage/Attack:	1d8 per horn
Special Attacks:	charge (+2 to hit, 4d8 damage + knock-down), trample
Special Defences:	silver or +1 or better weapon to strike, infection
Magic Resistance:	Standard
Intelligence:	Average
Alignment:	Neutral
Size:	Large
Level/XP Value:	VI/900 + 10/hp (large bulls are VII/1,500 + 12/hp)

This very rare lycanthrope has been documented in the Lakelands and adjacent regions; but is unknown elsewhere. They are reclusive, generally peaceful creatures that prefer to graze in remote wilderness areas and avoid contact with "civilized" groups. In addition to the human and bison forms, the werebison can also assume a biped form, and in this form they look unfortunately similar to a minotaur (which tends to provoke hostile responses from humans and the other civilized races). Often, solitary werebison abandon use of the human form, preferring the bidepal "minotaur" form. It may be that some minotaur sightings are in fact werebison. There are also records of werebison driving minotaur out of an area, attacking on sight with an intent to kill. Whether this enmity is related to historic confusion between the races, or the fact minotaur are predators is unknown.

Werebison are found in herds, and they graze on open plains or in wooded areas (depending on whether they more closely resemble plains bison or wood bison). Werebison drive off predators, they will often attempt to kill monstrous predators like bulettes, ankheg, or similar creatures; but are more likely to chase away normal animal predators like wolves or lions.

In their bipedal form, the werebison stands 7 to 9 feet tall, with a massive chest, shoulders and head. In this form the werebison can grapple or punch (wrestle with a Strength equivalent to 18/00 due to strength and mass, or punch twice per round at 1d6 per blow). They may also head-butt or gore targets that are 6' or taller for 2d6 hp of damage. In bison form, the primary attack is to gore (2d8 hp) or charge (+2 to hit, 4d8 hp damage & save verse Death Magic or be knocked-down). A target that has been knocked to the ground can be trampled (for 2d4 hp of damage) and gored; in addition to suffering all combat penalties for being on the ground rather than standing.

The occasional werebison bull will grow to exceptional size & strength (8+4 HD total, and a +2 damage bonus, wrestling as if they have a 19 Strength). These individuals

fall into a natural role of the protector of the herd. Two large bulls will often clash for dominance; although these clashes are almost never fatal.

In human form the werebison is tall, stocky, broad-shouldered, thick-necked and has a slight hunch to their posture. They speak slowly, and appear patient, although they respond aggressively if threatened.

While werebison can spread lycanthropy, they only do so through damage inflicted by their horns (1% chance of infection per 1 hp of damage), not through punching, wrestling or trampling. Werebison are typically not interested in expanding their numbers through the violent spread of lycanthropy, instead being content to naturally pass the trait on to their offspring. Sages speculate that the werebison form of lycanthropy is not passed on through a bite simply because the root stock of this creature is a herbivore; unlike the vast majority of lycanthropes (wolves, bears, rats, etc.) which are carnivores or omnivores.

It is advised when dealing with werebison to avoid the monikers 'werebull' and 'werecow'.

Morshoggoth's Sheets of the Thaumaturge

These sheets appear to be nothing other than a regular bolt of white fabric wrapped around a metal bar. When the command word is spoken the sheets unwind and wrap themselves around the wearer from the bottom of their feet to their neck, much like a mummy's shroud. The sheets have the following functions:

- The wearer has a base AC 8 instead of AC10.
- Protects wearer from extremes of natural hot and cold weather.
- +1 on saving throws.
- The sheets are waterproof, and they can be extended to cover the users face if needed (leaving holes for the mouth and eyes).
- The sheets are effective protection against slimes, jellies, etc.
- It can "spin out" a rope that wraps around outcroppings and such to break a fall, this may be attempted once during a fall of more than 10', and it is successful if the wearer makes a saving throw versus paralyzation.
- Note that all sweat and dirt on the spell caster is absorbed by the sheets and appear in a small pouch in the sheets later as purified salt and dust for spell casting use.
- The sheet can "make" as many pockets as reasonably desired to hold spell components, small weapons, etc.

Usable by magic-users and illusionists.

GP value 25,000; XP value 4,000

Gorgull's Lanthorn of Shades

The *Lanthorn of Shades* is a finely wrought item made of polished brass, with a black candle inside. When activated the lanthorn lights and all victims in a cone shaped area starting at the user and stretching 4" forward and 2" at the end must save versus paralyzation or their shadows will become actual shadows (see the MM for stats) which will attack their victims until destroyed. The lanthorn may be used once a day and only in areas where shadows are cast. The candle will burn down after 10 uses. A new candle can be created by killing a wight and using a paste of its bones to make tallow and strands of its hair to make a wick. Usable by illusionists.

GP value 14,000; XP value 4,000

Gorrendum's Ring of Steadying

This ring is made of jade and has a relief of a raised balance scale on its front. When wearing **Gorrendum's Ring** the spell casters gain a saving throw vs. Spell against any attack or action that might disrupt their spell. If successful the attack will not disrupt the caster's spell. This is usable by magic-users and illusionists.

GP value 50,000; XP value 10,000

by Ian Slater

Creature Feature II: Ecology of the Jagwere

by Nicole Massey

Maria looked at Ernst as he lay beside his dim-witted horse, Rodney. His black and white shaggy dog Ros pawed him and sniffed as he voiced an occasional whimper. Seeing her husband there felled on the ground it was no wonder she was seeing red.

Hans the healer said behind her, "Lydia will live, I got to her in time. Lars, Eta, how you doing?"

The long haired witch said, his voice weary, "I'm alive, but I'm going to need some healing. I think my leg is broken. Eta is stirring, but she's got an arrow in her leg. Ernst is down – help him out first. Varn?"

The young looking but ancient manservant said, "Here, sir, the dark elf ignored me. Mistress Maria, you know what you have to do."

Maria shuddered. Even with her rage, this was not an easy step to take. She turned and Varn stood beside her. He said, "Here, I'll hold your clothes and take care of Neesa while you're gone. If she gets to the Brotherhood of the Rook then we're done for."

Maria sighed and handed Varn her mage staff. She said in her mind, *Neesa, go to Varn and stay with him. I'm going after that elf woman.*

Neesa said back, *Yes, mom. Bite her. Bite her hard. Make her pay for hurting papa.* Then the sable ferret ran down her arm and jumped onto the top of her staff as Maria started unbuttoning her vest. The elf was fast, but not faster than she'd be in jaguar form. And for what she did to her Ernst the Drow scum would pay …

Jagwere

Frequency:	Very Rare
No. Appearing:	1
Armor Class:	3
Move:	15"
Hit Dice:	5+2
% in Lair:	5%
Treasure Type:	nil
No. of Attacks:	3
Damage/Attack:	1d4/1d4/1d8
Special Attacks:	Lycanthropic infection, rear claw attack for 1d4+1/1d4+1
Special Defenses:	Surprised only on a 1, hit only by silver or +1 or better weapons
Magic Resistance:	standard
Intelligence:	As normal form
Alignment:	CE*
Size:	L
Psionic Ability:	see below
Attack/Defense Modes:	See below
Level/XP Value:	V / 450 + 6 xp/hp
Climate:	any
Organization:	solitary
Activity:	any
Diet:	Carnivore
Morale:	Champion

Modifiers: S:+1 I:0 W:-2 D:+1 C:0 CH0: Co:0

Jagweres are a type of pseudo-lycanthrope where their shape change is based on an ancient and extremely powerful divine curse instead of a disease.

Jagweres are solitary creatures who transform every week to ten-days while learning their animal form. Experienced jagweres (those who have been jagweres for more than a year) can change when they choose to, though they still must change at least once every fortnight. The change takes four rounds and the jagwere must remove all clothing, armor, and other restraints before changing. There is a 30% chance that a female jagwere's offspring are themselves jagweres.

Jagweres are, unlike their natural animal counterparts, chaotic evil in nature, and this is the psychotic type of that alignment. Jagweres seek to destroy other creatures, though they're cunning and they tend to hunt like other pouncer stock, waiting for a target to pass under where they're hiding or past a place of concealment. Substantial damage in animal form translates to their human or demi-human form.

Jagweres tend to hunt alone, but each one will at certain times choose to create a new "kitten" by severely injuring a victim and then moving on to kill any remaining opponents, and allowing their "kitten" to live. They only take one kitten at a time. The kitten will transform within 3 days, and exposure to rare meat or prey animals will accelerate this process. Only elves, humans, and half-orcs may become jagweres, and Drow seem immune to the curse. Jagweres also tend to choose people of power or influence as their kittens, and a common tactic is to infect a person with the curse and then imprison him or her with a friend so that when he or she transforms the friend is his or her first meal. If, by some chance, a victim survives or there is more than one surviving victim of an attack the Jagwere will go to extraordinary lengths to kill the other victims in an effort to eliminate any additional kittens.

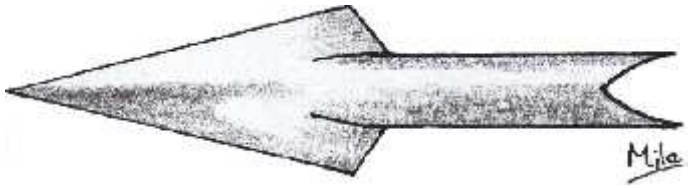
Jagweres prefer biting attacks and use of their claws, but they can also perform grab and rake attacks like all cats. Like their animal counterpart if both paw attacks hit they can rake with their rear claws. They work to keep their pseudo-lycanthropic nature a secret to create the illusion that it's just a wild cat causing the damage. The curse is detectable only through divination methods, and requires two applications of the *Remove Curse* spell if caught before the first transformation, and a *Wish* after that point. Even then there is only a 20% chance the curse can be lifted, though successive castings of *Remove Curse* will increase the chance by 5% if cast within a 24 hour period, though the maximum percentage is 50%.

* The alignment is a general tendency, but strong willed jagweres may overcome the inherent evilness of their transformed form. Telepathy and psionics schooled in the Mental Surgery discipline can improve the 20%+(Intelligence over 12 times three) chance of fighting this alignment change by adding 5% per point of over 12 of the person helping the new Jagwere. Use of Mental Surgery also adds 25% to the chance of fighting the alignment change. (Editor note: the psionic abilities referenced are from the *Psionicist Class* by Arthur Collins in *The Dragon* issue #78). This process must be done the first time the kitten changes or there is no chance to defeat the alignment change, and all standard effects of changing alignment are in effect. (Loss of paladin status, spell casting problems for clerics, level loss, other potential class effects, etc.)

Bag of Endless Oats

This feed bag was commissioned by the knight-errant Sir Caledon Illisal. A wandering knight, Sir Caledon often found himself in desolate and barren regions looking for evil to smite and wrongs to right. Unfortunately, keeping his loyal steed well fed was problematic in such a region, so he commissioned a feed bag that would be eternally full of nutritious oats. The bag provides adequate daily fodder for a single hard-working heavy warhorse or draft horse. If there is sparse grazing, the bag of endless oats could be used to feed 2 steeds.

GP value 5,000; XP value 500



Tangle-Arrow

When this +2 arrow strikes it causes 1d6+2 hit points of damage, and then "explodes" into a mass of writhing tendrils (equivalent to the 2nd level magic-user spell web). If the arrow strikes a creature, that creature saves at -2 against the "web". If the arrow misses the target, the web effect will still occur where the arrow first strikes (wall, ground, etc.).

GP value 1,000; XP value 200

by Andrew Hamilton

Creature Feature III: Ecology of the Were-Moth

by Bryan Fazekas

The first were-moth was the creation of the wizard Mallinger, an entomologist of centuries ago who loved moths and wanted to infuse their abilities into humans. He was known for decades as the leading source of information regarding insects, especially moths.

The high fees he charged for imparting his knowledge funded his secret research. He quietly experimented for decades, performing trial after trial upon slaves until he succeeded in producing a moth-man. Mallinger's private experiments were totally unknown to the local people, who viewed him as a boon – the visitors who regularly consulted Mallinger spent silver, sometimes even gold, at the local businesses, increasing the wealth of the community. He was somewhat distant and condescending, which was expected of a man of great learning and stature, but greatly valued in the area.

Decades after Mallinger became a fixture in the region, a series of murders occurred in the countryside within a few miles of Mallinger's villa. During a five month period, on each full moon three people were slain, their bodies strangely slashed and completely drained of blood. Some must have fought back but there was no evidence that they hurt their attackers, no strange blood was splashed, although some large scales were found. Horrified by the monthly attacks, villagers stayed in their homes after dark.

The fifth incident involved a retired soldier, Quennell, and two friends who were attacked while walking home from the tavern during the full moon of that fifth month. Only Quennell survived, the others carried off by strange creatures. Even in the light of the full moon the ex-soldier could recount no clear description of the attackers, just that their grotesque outlines towered over him and inspired raw terror for no reason he could explain.

Later recounting the tale, Quennell was heard to say, "I saw the outline of the beast, at first I thought it was a hobgoblin, but then it spread its wings that blocked the moon light! It nearly unmanned me, but I screwed up my courage and stood firm. Trigger screamed and ran, while Britewell drew his dagger as did I. The beast rushed me, I side-stepped and slashed it. The hissing scream it made was horrible! Britewell bawled in mortal agony and I heard Trigger shriek. There was a hard beating of wings and I was alone. I saw nothing more and had no idea which direction they went."

At dawn a large party arrived at the death scene. Britewell's dagger lay upon the ground, unbloodied, although the experienced soldier must surely have hit his killer. Strange blood was splashed on the bushes, showing that Quennell had scored his attacker. The unbloodied dagger was plain steel, while Quennell's was silvered, raising the fear of werewolves and the like. Everyone who had silver weapons retrieved them from shelves and cupboards; such things had not been needed in the memory of anyone living.

Trackers spotted a ragged blood trail leading to the northwest, some of it human blood and some unknown. The trail was difficult to follow as there was no indication of anything passing through the bushes. After a mile it was clear the trail led to Mallinger's villa.

The villagers rarely spoke of what they found there – the drained bodies of Trigger and Britewell, and the rotting bodies of Mallinger, his three servants, and a dozen slaves, all drained of blood. Two naked men were there, dried blood smeared upon their faces and breasts, one with an ugly slash across his ribs. The strange men attacked and proved immune to mundane weapons. However, superior numbers overcame them, and silver daggers ended the menace.

Fearing supernatural powers, all the bodies were piled within the villa and it was fired, burning it to ashes. Two men with bite wounds had them agonizingly cauterized, everyone present went through every purification ritual anyone in the village knew of. No other such killings were ever reported again.

A decade later a traveling sage and his men sifted through the ruins, looking for information on the attacks. They found a hidden sub-cellar with an alchemical laboratory, and an extensive library damaged by fire and leaking water. The prizes were several badly damaged

journals, Mallinger's documentation of his experiments. The fragments pieced together the picture of decades of research, using innocent slaves as fuel for the unclean investigation into the joining of unlike and unwholesome things. An old well was found, containing the bones of dozens of humans, some there for decades.

Mallinger documented dozens upon dozens of experiments. Most killed the subjects; some few produced horrors that had to be destroyed. Most of the details remain unknown, including the methods used. What is known is horrifying – his prized creation, the moth-men, have a terrible blood thirst, one quenched by killing innocents.

Something went appallingly wrong in the process, possibly an infusion of were-blood of some sort, but the resulting specimens had a monthly blood thirst that could be satisfied only by taking live victims. Animal blood did nothing to relieve their cravings. It is believed that Mallinger expended his remaining slaves to satisfy the thirst, and once they were gone the moth-men turned on Mallinger and hunted the country side on the full of each moon.

The surviving villagers spoke of the two men they slew. Mallinger's records spoke of a third success, a woman. She was never seen and it is unknown if the others slew her or if she fled.

Were-Moth

Frequency: Very Rare
No. Appearing: 1 (2d8)
Armor Class: 7
Move: 12"/24" (MC:B)
Hit Dice: 1 to 2
% in Lair: 50%
Treasure Type:
No. of Attacks: 2
Damage/Attack: 1d3, 1d3
Special Attacks: swooping; blood drain
Special Defenses: fear, silver or magic weapon to hit, regeneration
Magic Resistance: standard
Intelligence: Low to High
Alignment: NE
Size: M (5.5' to 6.5')
Level/XP Value: 1HD: II / 30 + 1/hp
2HD: III / 60 + 2/hp

Author's Note: *I use Len Lakofka's 5% Tables, available on my web site (http://bkfazekas.com/add/). Using the revised tables produces the same value for 1HD, but for 2HD the value increases: III / 110 + 3/hp.*

Were-moths are always human; it is not believed that other races can succumb to the disease. In human form they appear normal, although they all tend to act distant, as if they are not part of the things around them. Most appear to be scholars or other professions for which a certain amount of standoffishness will be considered normal.

In were-form their shape is humanoid with a dark grey down covering the body, possessing huge grey-black wings. Their face is a caricature of a human face, dark brown down covering the skin with black patches around the eyes and mouth. The nose is mere slits and the normal jaw is replaced by mandibles, with slashing extensions that the were-moth uses to bleed its victims.

The visage is terrifying. Upon sighting one of these monstrosities, creatures of less than 1+1 HD/1st level must save vs. paralyzation or be frozen in terror for 1d4+2 rounds. Those making their save will flee in terror for 3d4 rounds. Creatures of 2+4 HD/3rd level or greater must save vs. paralyzation for flee for 2d4 rounds. Creatures of 4+1HD/5th level are unaffected.

In combat they punch with clawed fists, and if both strike in the same round the were-moth slashes its victim with its mandibles for 1d4+1 hp of damage and drains an additional 1d4+1 hp each round thereafter until the victim is dead. The held victim may strike back at -2 and can use only short weapons. A successful Bend Bars roll will free them.

When possible the were-moth will strike from the air, hitting at +2. If it surprises its victim (roll of 1-3 on d6) it gains an additional +2 to hit and the victim must save vs. paralyzation at -2 or be knocked flat. In this case the were-moth will land on its victim and automatically drain blood (as described above).

Mundane weapons do not harm were-moths, only silver or magic weapons. If wounded for more than 25% of its hit points the were-moth will flee combat. If wounded for more than 50% of its hit points a were-moth will be unable to fly with a burden, and if wounded for 75% it will be unable to fly until healed.

Unlike other lycanthropes, this condition is not believed to be spread through the bite. Children born to were-moths develop the condition after puberty, and it is believed that drinking the blood of a were-moth will inflict the disease. Newly transformed were-moths will have but 1 HD, while those who have lived with the condition for a decade or more will have 2 HD. New were-moths cannot control their change, which occurs with the full moon. Elder specimens exhibit increasingly more control, but are incapable of changing during daylight hours.

Author's Note: Inspired by The Blood Beast Terror, *a 1968 movie starring Peter Cushing.*

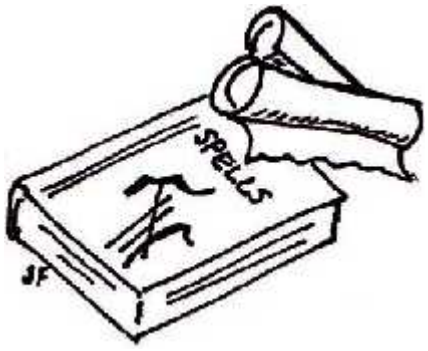
Cazimere's Philosophic Hydromancy

This spell book and notebook represents much of the water related life-long learning of the magic-user Cazimere.

The book is large, thick and heavy (20" tall, 14" wide and 3" thick, weighing 30 lbs), with covers crafted of leather dyed a light blue color. The front cover is titled "Cazimere's Philosophic Hydromancy" (in silver ink), and has a rune tooled into the leather. The spell book is protected by a *Sepia Snake Sigil* (at the 20th level of effectiveness).

There are 140 pages in the book; only ten hold spells (in order *Precipitation*, *Cloudburst*, *Water Breathing*, *Conjure Water Elemental*, *Lower Water*, *Part Water* and four unique spells: *Create Water*, *Water Spray*, *Water Jet*, And *Water Bridge*). The last 9 pages of the book are blank. The majority of the spell book is actually a discussion of water, its physical properties, its metaphysical properties, means of purifying it, finding it in a desert, etc.

GP value 50,000; XP value 4,800



Cloak of Mists

Made of a thin cloth, light grey to almost white in color, the **Cloak of Mists** is a rare magical item. It's magic is centred around the ability of the wearer to make mists billow out of the cloak. This mists do not cause any harm, but they can be used to cause an *Obscurement* effect (3/day, with the same effects as the 2nd level druid spell of the same name, at the 9th level of effect).

The greater ability is (3 per day) for the wearer to actually meld with the mists, taking a form similar to a *Gaseous Form*. Unlike *Gaseous Form*, the wearer can still be harmed by attacks with a magical weapon, spell, or by creatures with 4+ HD. All of the wearer's clothing, gear and carried items (even another person!) become a mist for up to one turn.

While in mist form, the character retains their normal movement rate, but being insubstantial can avoid or ignore some barriers and obstacles, and could flow across a water body, seep through a crack or under a door, or drift down from a cliff or wall.

GP value 12,000; XP value 1,500

by Andrew Hamilton

Creature Feature IV: Ecology of the Vampwere

by Nicole Massey

Jod, Kara, and Helen entered Zoron of Crow's Hill's study right as he'd gone there himself to start work after his customary breakfast of tea and eggs with toast and smoked fish. He looked up at them, their faces worn and Jod still oozing a bit from wounds.

Kara met his eyes as she said, "We have news, and you're not going to like it."

This was surprising and annoying, but Zoron fought down his emotions and said, "Tell me what you've found out."

Kara said, "They're not vampires like you thought. They're a different type of creature, one the books call a vampwere. They're like werewolves in that they change form under the full moon."

As she spoke Helen walked over to Zoron. He couldn't help but notice how beautiful she was, even with her shaved head except for the long ponytail sprouting from the base of her skull.

Helen said, "Did you have more of those troublesome dreams last night?"

Zoron nodded. "Yes. I'm thinking about having myself tested for esper. It's like I'm reading someone's mind."

Helen caressed his face, her delicate touch causing warmth to spread through his cheek.

She said, "Let me help you with them."

She bent down and kissed him on the forehead after saying, "Praise Inanna from whom all good things flow."

In a rush Zoron's mind filled with a jumble of thoughts. He saw the attacks like he was there, the many people either murdered or those only bitten and left in the night. Like a window whose shutters are opened he saw the horror of it all, and then he realized that it was him doing this to those people.

Kara said, "Yes. We fought you last night. If you look at your left side you'll find a scar from Jod's sword there, if it hasn't healed completely already.

Zoron cried out, "Noooo!" like some fallen knight realizing the depth of his depravity.

Helen took his face in her hands and said, "Let me try to free you from this. Great Goddess, cleanse this one from pestilence."

Then she kissed him on the mouth.

Vampwere

Frequency:	Very Rare
No. Appearing:	1d4 (75% chance for 1, 15% chance of 2, 7% chance of 3, 3% chance of 4)
Armor Class:	2
Move:	12/18"
Hit Dice:	8+3
% in Lair:	15%
Treasure Type:	F
No. of Attacks:	1
Damage/Attack:	1d6+4
Special Attacks:	Blood drain, Lycanthropic infection, charm
Special Defenses:	Regeneration, Resistance to disease and parasites, Resistance to poison, immune to charm, fear, hold, and paralyzation, magical or silver weapons required to hit.
Magic Resistance:	standard
Intelligence:	varies
Alignment:	Lawful Evil
Size:	M
Psionic Ability:	nil
Attack/Defense Modes	nil
Level/XP Value:	VII / 3,000 + 12xp/hp
Climate:	Any
Organization:	Solitary or small nest
Activity:	Nocturnal
Diet:	Vampiric
Morale:	Champion

Modifiers: S:+1 I:0 W:0 D:0 C+1: CH:0 Co:0

These are some of the most confused undead or pseudo-undead encountered. Most of the month these creatures

are normal members of the community, often paragons of their society. But an encounter with one of these creatures in the past changed their lives forever.

The Vampwere looks like a vampire in standard form, and has some of the normal abilities of that fell creature. Vampweres have the same charm ability as vampires, which mimic the hold person spell with a -2 penalty to saving throws. They also do 5-10 points of damage per hit with bare hands, though they lack the level drain ability as they're not connected to the negative material plane like true undead. Vampweres are immune to charm, fear, and hold spells just like their undead counterparts, however they take normal damage from cold and electricity based spells. They're also immune to paralysis, and save vs. poison at +4.

Unless the vampwere that made him or her is deceased the vampwere is under the control of the master while transformed. Starting with the night before the gibbous moon and ending the day after the other gibbous moon (so five nights) the affected person will transform from his or her normal self into a vampire-like creature and roam the countryside drinking blood and wreaking havoc. Since there are often several of them in a given area (the collective is known as a family) the problems can cause a lot of difficulties. Vampwere transformation starts when the moon rises and takes three rounds for transformation, and ends at the first start of the fade from night to dawn. Unlike standard vampires exposing the vampwere to sunlight (like from a continual light spell) will not destroy the creature, though it will cause the vampwere to revert to human form.

When a vampwere bites defenseless victim, he or she has two choices – drain the victim completely, killing the target, or perform a partial drain, which will result in a transfer of the particular form of lycanthropy to the victim. Three such feedings on the same victim will create a new vampwere and establish the psychic connection between master and thrall. The vampwere's bite has both a healing accelerant to stimulate fast healing, so that the next morning a bite will look like a pair of small bumps or a tiny pair of rashes or insect bites, and also a powerful drug that suppresses the short term memory of the victim – frequent complaints of people not being able to remember the past day or finding that they've lost a day somehow are possible indications that a vampwere is establishing a family in the area. Once bitten the victim is highly suggestible, and will follow the vampwere's suggestions. Vampweres don't leave victims to be found, instead spiriting them away to feed on. Only those the vampwere is turning into family are left in situ.

The vampwere can remember none of his or her activities while out as a vampwere – the activity tends to revitalize the person, though he or she may remember disturbing dreams. So it's possible and sometimes likely that the vampwere either joins the investigation or could instigate it into what is going on. While in vampwere form he or she doesn't have this restriction, so he or she can act on any information gained in normal form. This makes them dangerous foes, especially with their alignment change.

Vampweres have certain advantages. Most pathogens, including other forms of lycanthropy, find the bloodstream of a vampwere to be a hostile environment, so vampweres don't get sick. Parasites also can't feed on vampweres, so parasites that try to infest a vampwere either die or flee almost immediately. Vampweres are also long lived, so aging is at one half of normal. Vampweres are strong, gaining an additional point of strength, (or 20 points for exceptional strength, any total exceeding 18.00 going to a 19) and hardy, with a likewise point increase in constitution. When feeding around the full moon they heal damage quickly, regenerating one point per round above and exclusive of any other regeneration effects due to magic or high constitution. During normal times they heal in one third the normal time.

To cure a vampwere both a remove curse and a cure disease spell must be cast on the vampwere. Failure to do both will not cure the problem. However, casting remove curse has a chance of allowing the vampwere full memory of his or her vampwere status using the following calculation. First add the vampwere's intelligence to his or her level and constitution scores. Now add the vampwere's total number of years as a vampwere. Finally add the difference between the caster's level and the vampwere's level. (Note that if the vampwere is of higher level this will result in a negative modifier) This is the total chance the remove curse will reveal hidden memories of the vampwere's activities while transformed.

Vampweres are not undead – they just mimic the abilities of a particular type of undead. They cannot shape change into mist, bats, wolves, or any other creature unless they have this ability through some other vector. Likewise they cannot summon rats, bats, or wolves without some other method for doing so. Driving a stake through the heart will kill them, as it would any other living creature, but they have no aversion to garlic or mirrors. They do, however, have an allergic reaction to wolvesbane – in normal form they'll start sneezing, their eyes will water, and their noses will run, while in vampwere form they'll flee, and weapons rubbed with the herb will inflict

double damage and arrest any regeneration for one turn. They have the normal lycanthrope weapon vulnerabilities – i.e. silver weapons or +1 or better weapons are required to hit them.

Vampweres tend to stay in close proximity to the master. When the master dies the vampweres he or she created will scatter and take their descendants with him or her, establishing a new area for a family. When vampweres infect all in the area then they will feed on livestock and other animals, which is just as nourishing but can't contract the disease like humans, humanoids, and demi-humans can. Vampweres don't need a lot of blood to sustain the disease, so one victim (either human et al or animal) will feed a lot of a family (the main reason victims are taken away).

Appearance: In normal form vampweres look like hale and hearty people with robust physiques and lots of energy. Under the full moon they grow small fangs and their eyes are lit with an unearthly light, while their skin turns pale.

Ball of Endless Twine

When found this item appears to be a 6" ball of heavy twine. It will be quickly noted that no matter how much twine is unrolled from the ball it will always remain the same size; the amount of twine that may be taken from the ball is endless.

The twine is quite sturdy and will hold up to 75 lbs of weight before breaking. Bright adventurers may realize they can braid strands together to form a stronger cord. Each additional cord braided in will add 50 lbs to the strength and reduce the overall length by 5%. Two strands take 1 round to braid 10' of finished cord, and each additional strand adds 1 round to that time. With sufficient time a rope of up to 500' can be produced. Attempts at longer ropes fail due to the complexity of the braiding, as do ropes with more than 5 strands.

GP value 1,000; XP value 100

Bracers of Binding

These bracers appear to be typical **Bracers of Defense** and identify as the most powerful type, providing protection equal to armor class 2. All tests, including mock battle will prove this to be true.

However, in the third round of real combat the bracers will bind together, locking the wearer's arms, preventing most attacks (monks and martial artists can use their feet at -2 to-hit), and preventing spell casting if somantic or material components are required.

Remove Curse cast at 7th level or greater causes the bracers to crumble.

Note that reports exist of one set of bracers that bound and unbound upon the utterance of a command word. This item, if real, is apparently not a cursed item.

GP value 6,000; XP value nil

Gauntlets of Strength

These gauntlets are a lesser version of the Gauntlets of Ogre Power, granting 18/01 to 18/99 strength. Like the full version, these grant increased power to the wearer's arms and shoulders only. Roll percentile dice to determine the exact value. This item may be worn by fighters, clerics, and thieves.

GP value 11,000; XP value 800

by Bryan Fazekas

Friend or Foe I:
Father Sedimo, Priest of Torm

by Daniel Rasaiah

Hailing from the coastal city of Selgaunt in the land of Sembia, Father Sedimo is now the curate at a borderland keep in the Hullack Forest.

His merchant sailor father Redrik struggled to raise him alone (regrettably, Sedimo's mother died during childbirth), and took to leaving him at the local temple of Torm whilst away at sea. Sedimo had a natural proclivity for the spiritual life, and what started as childish curiosity soon transformed into an all-consuming passion. The temple priests noticed Sedimo's talent early on, when he was spotted healing a bird's broken wing despite having received only cursory training and instruction at that time. When questioned by the high-priest of the temple how he came by such power, Sedimo replied that a 'being of light' had been visiting his dreams, instructing him in the ways of Torm. Shortly after, Sedimo was initiated as an acolyte in the temple, and his training began in earnest.

As spiritual counselors of those who face danger in the service of good, it is not unusual for clerics of Torm to accompany expeditions of paladins and knights in their forays into the wild lands of Toril; and so it was in his 19th year Sedimo left Selgaunt with a company of soldiers bound for Battledale, where a burgeoning orcish presence was unsettling the surrounding farmland. As talented with the mace as he was with healing, Sedimo often found himself in the front lines, shoulder to shoulder with fighters and paladins, as he smote ruin upon the humanoid scourge. Quickly gaining a reputation amongst the burly warriors, Sedimo became enormously popular with the expedition, respected as healer and warrior both.

For the next decade, Sedimo travelled the borderlands of Sembia, supporting the military in all manner of operations. Relishing the excitement and camaraderie of the warrior life, Sedimo's powers grew steadily. Taking to wearing a metal gauntlet on his right hand at all times, he quickly became a topic of urban legend throughout Sembia, indeed he is known to some as 'Ironfist'. Battling evil and healing the local wounded and sick, Sedimo's star grew.

All was well, until one fateful expedition through Thunder gap, when Sedimo's company was beset one night by a mighty horde of undead. Outnumbered and weakened from repetitive attacks over the ensuing days, the warriors of Sembia made their valiant last stand upon a high spur of rock, where they repelled wave after wave of the damned host. There were less than a dozen brave souls remaining when a stroke of insight (no doubt the work of Torm) revealed to Sedimo the location of the foul cleric animating the undead. Batting claw and talon aside, Sedimo broke through the ranks of zombies, ghouls, and skeletons, and charged the base of the spur where the unholy cleric lurked. With his right gauntleted hand invoking the light of Torm, Sedimo's mace came crashing into the skull of the fiend, killing him instantly. The battle was won, but the losses were horrific. More than fifty brave warriors of Sembia lay strewn across the rocky outcrop. The battle affected Sedimo deeply. Most of those killed were friends of many years, and all to a man, Sedimo considered part of his flock.

After enduring a period of guilt and intense grief lasting several years, Sedimo once again petitioned for an assignment away from Selgaunt, where the ghosts of those lost continued to haunt him. The high-priest, sympathetic to Sedimo's plight, assigned him the post of curate of a remote keep. The new Castellan of the keep was the younger brother of one of the men killed in the battle of Thunder gap, and he would benefit greatly from the experience and spiritual counsel of Sedimo.

Sedimo (now known as Father Sedimo amongst his congregation) has found happiness as the curate of the keep. Ministering mainly to fighting men and their families, Father Sedimo delivers rousing sermons from the pulpit, and is one of the first to don armour when a threat reveals itself.

Father Sedimo is a powerfully built man, six feet tall, with brown hair cut into a bowl style. His face is always clean shaven and his skin is leathery and wrinkled from years of adventuring under the harsh sun. His mace is always lashed to his belt, and sometimes field plate armour can be glimpsed sparkling between the folds of his robes. Whenever awake, he wears a magical metal

gauntlet on his right hand, (see below). The symbol of Torm, he has been known to activate the gauntlet's light power, hand clenched in a raised fist, at the culmination of particularly rousing sermons and occasions.

If on a war-expedition, Father Sedimo loses the robes and dons magical field plate. He is most comfortable in the front lines, swinging his mace and healing troops as required. He is a fanatical follower of Torm and never retreats. Whilst Father Sedimo is alive, troops under his command will never check for morale.

Using Father Sedimo in the Campaign

As a spiritual patron of warriors, Father Sedimo will always heal the combatants of evil to the full extent of his abilities. He never charges for such services, but prefers to be repaid by favors in the service of Torm. Father Sedimo often receives visions, and will assign quests and tasks to those in his debt to undertake the tasks presented to him by his deity. He never abuses this gift, but will always exact 'payment' from those he has assisted once they have recovered and able to re-enter the fray.

For the DM, Father Sedimo fulfills many crucial roles. He can heal the party, provide plot hooks (in the form of quests), and can act as a spiritual mentor to any clerics or other good-aligned warriors. In rare occasions he can accompany PC's on adventures and bolster the party's strength, provided the quest is congruent with his character as described.

For evil aligned parties, Father Sedimo can act as a significant nemesis. Marshalling the forces of good, and relentless in the pursuit of his quarry, Father Sedimo should strike fear into the heart of all evil PC's.

Moral Perspectives: Whilst he doesn't actively promote drinking alcohol, Sedimo is a practical man and realizes the place drinking holds amongst warriors. He has a taste for strong spirits (in moderation of course) and has been known to relax with a tipple or two amongst the men when out in the field. Gambling on the other hand, is another matter entirely. Being lawful good, Father Sedimo frowns upon games of chance, and does not take kindly to PC's who partake of these chaotic pastimes. He has been known to unleash a fiery sermon when confronted with troops gambling, and isn't above using spells like *Command* and *Hold Person* when such sermons are ignored. *Silence 15' Radius* has been employed on more than one rowdy dice game!

As a 'warrior priest', Sedimo turns a blind eye to brawling amongst fighting men. He considers such activities as 'letting off steam' and steps in only if severe injuries are inflicted. He has zero tolerance to violence against women, children and the infirm, and brings the wrath of Torm down on any who victimize the weak. Sedimo will likewise react strongly to tales of PC's executing or harming non-combatants of any kind (even evil humanoids!), and demand penance be paid in service to Torm, (quest, community service etc.).

Any other kinds of chaotic behavior are frowned upon by this pious man, who holds lawfulness and truth as the bedrock upon which civilization is constructed. Reckless PC's should look out!

Father Sedimo

Level 9 Human cleric; AC: -1 [**Field Plate +1**, gauntlet] HP: 64; #AT: 1; DAM: 1d6+4 (Mace +2, Strength +1); AL LG; Str 16; Int 11; Wis 17; Dex 10; Con 16; Cha 15

Father Sedimo's typical spells per day are: Bless; Cure Light Wounds (x2); Detect Magic; Detect Evil; Protection From Evil, Augury; Hold Person (x2); Know Alignment; Silence 15' Radius; Withdraw, Cure Disease; Cure Blindness; Dispel Magic; Prayer, Cure Serious Wounds; Neutralize Poison, Raise Dead.

Treasure**: Field Plate +1**, **Gauntlet of Torm**, **Footman's Mace +2**, **Spell scroll** (*Cure Critical Wounds*, *Dispel Evil*, *Flame Strike*, *Remove Curse*).

Gauntlet of Torm

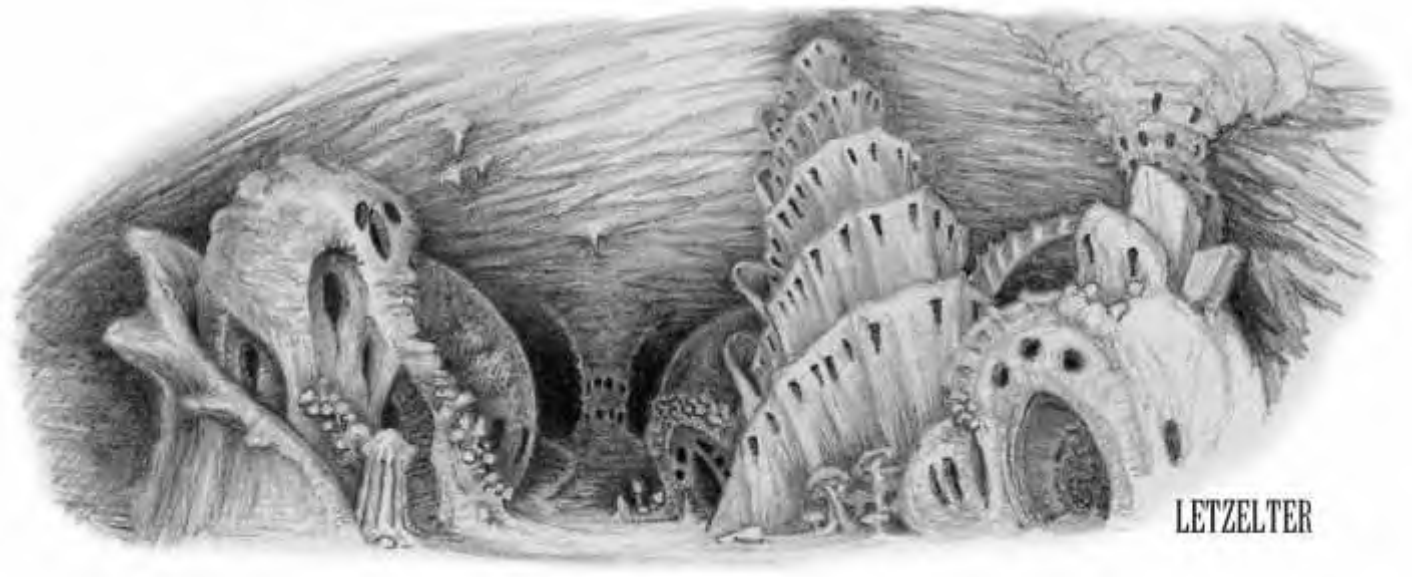
Once an ordinary iron gauntlet, this item was imbued with magical potency by an angelic agent of Torm. Sedimo perceived the host in one of his dreams/visions and was instructed that he would be gifted with holy power to further the benevolence of Torm throughout the world. Upon awakening, Sedimo discovered his gauntlet now infused with Torm's majesty. It resembles a regular iron gauntlet with faintly glowing silver runes engraved into its surface, holy inscriptions heralding: Good, Law, Righteousness, Honesty, Loyalty and Truth.

When worn by a cleric of Torm, the gauntlet confers the following powers: *Continual Light* 1/day, *Cure Critical Wounds* 1/week, +1 AC and saving throw bonus (as a **Ring of Protection +1**). **Note:** Evil beings donning the gauntlet will suffer 1d8 hp of electrical damage/round whilst the gauntlet is worn.

GP value 25,000;XP value 6,000

Friend or Foe II: Ithakque-Skoth

by Dan Rasaiah



Ithakque-Skoth (pronounced ith-ack-skoth) is a Scion Mind Flayer who hails from the ancient mind flayer city 'Nyz Kyrggyth' located several miles below the Sea of Fallen Stars. His mastery over the psionic powers of Clairaudience, Clairvoyance, Shape Alteration, and Telepathy quickly earned him a place as a spy and investigator for the ruling cabal, known as the Dynathogg. Proving an exemplar in that capacity, it was a natural progression for Ithakque to act as an ambassador and emissary to other races of the Underdark, particularly the Drow.

Ithakque became interested in the surface world after accompanying several dark elf raiding parties on nocturnal expeditions, and it wasn't long before he convinced his superiors that his innate powers would enable Nyz Kyrggth to gain a foothold in the surface world. After many painful decades of acclimatization, Ithakque (utilizing his powers of shape alteration) became relatively comfortable in his 'human' and 'elven' skin. He only takes the form of smaller demi-humans under the most dire of circumstances, believing their diminutive nature to be inferior. Likewise, unless absolutely necessary, he refuses to assume the form of orcs, goblins, gnolls, and other 'lesser' humanoids, believing them stupid and coarse.

He has hundreds of fronts – in Suzail he is known as the sage 'Alafrond', in Iriaebor he's the bounty hunter 'Rift', in Waterdeep he's known as the rare book dealer 'Esheli'. His supra-genius intelligence enables Ithakque to keep many balls in the air, and hence he segues from one personality to another seamlessly and without mistakes. He uses his innate powers to complement these acts, and passes like a ghost through the world of 'lesser mortals' without fear of discovery or reprisal.

Ithakque is an extremely versatile agent for the Dynathogg, who utilize him in capacities as varied as artifact collection, intelligence, trade, and assassination. His psionic power of telepathy enables immediate contact with his superiors at any time, and if a direct meeting is required then probability travel and astral projection are used.

Ithakque's **Cloak of the Displacer** was once the property of a drow merchant whom Ithakque was ordered to assassinate, and when Ithakque is not disguised it appears as a high collared black cloak.

The **Ring of Air Elemental Command** is on loan from the Dynathogg, who have a vast store of magical resources at their disposal. It is a powerful item indeed, and its powers (such as fly and invisibility at will) have proven invaluable to Ithakque over the years. He has used its Control Winds power to fan conflagrations that have devastated towns, and villages, and it's wall of force power has saved him on more than one occasion.

The **Necklace of Adaptation** was taken from a slain wizard in Mulmaster, and was put to nefarious use in the assassination of one of the pashas of Calimport – Ithakque used its water Breathing Power to cling to the underneath of the pasha's barge during his daughter's wedding festival. As the first toast was being announced he crawled invisibly over the railing, mind blasted the wedding party into submission, and ate the brain of the pasha before the dribbling bride.

A true chameleon, Ithakque can discuss baking cakes with old ladies one day, and be conversing with demons in the Abyss the next. When 'in character', he lives and breathes that persona to the letter. When masquerading as Esheli, he will be 'genuinely' seeking rare books, and may well commission PC's to retrieve a particular tome, or buy one that they already possess. As the sage Alafrond, he will travel to the ends of Toril, (and beyond!) to garner knowledge, and will delight in providing sage advice to PC's, (for a price of course). However, whilst he would energetically discuss the finer points of Ixitxachitl anatomy over a fine cabernet with a fellow sage, he would remove the head of that same sage that very moment if commanded to by his superiors.

It's impossible to know if Ithakque has any real personal ambition, as to date he has served the whims of the Dynathogg to the letter. Aside from the furthering of mind flayer power, it's almost impossible for humans to understand the motivations of these alien creatures.

In his natural form, Ithakque appears as a 7' 3" mind flayer with black and purple mottled skin. His tentacles extend down to mid-thigh, a sign of moderate power amongst Scion Mind Flayers. He favors dark red attire, which complements his magical black cloak.

Random Facts

Ithakque has learnt to enjoy the taste of human food when shape altered, and savors the delight of brains only on special occasions.

Aside from losing with the black pieces once to an Arcanadaemon named Imemem, Ithakque is currently undefeated in chess.

Alafrond is an accomplished organist.

Rift favors twin dirks.

Esheli is one tome shy, (white), of the *Draco Cibus Compendus*, a series of tomes detailing the dietary proclivities of all known dragonkind.

Ithakque-Skoth

AC: 2/0; MV: 12"; HP: 51; Psionic ability: 368; XP value: 5,916

Psionic Disciplines: *levitation, domination, ESP, body equilibrium, clairaudience, clairvoyance, detection of magic, astral projection, probability travel, shape alteration, telepathy*. *P*sionic disciplines performed at 11th level mastery.

Magic Items: **Cloak of the Displacer**, **Ring of Protection** +2, **Ring of Elemental Command** (Air), **Necklace of Adaptation**.

Cloak of the Displacer

DUNGEONS & DRAGONS Rules Cyclopedia

This item warps light rays; the wearer is actually 5 feet away from the perceived location. The cloak gives a bonus of+2 to a wearer's saving throws vs. spell, wand/staff/rod, and turn to stone attacks. Hand-to-hand attacks against the wearer are penalized by -2 on attack rolls, and most missile fire automatically misses.

GP value 17,500; XP value 3,000

Scion Mind Flayer

Frequency:	Very rare
No. Encountered:	1 or 1-4
Size:	M (about 7' tall) – L (7+' tall)
Move:	12"
Armour Class:	5
Hit Dice:	10+8
Attacks:	4
Damage:	special
Special Attacks:	Mind blast
Special Defences:	Nil
Magic Resistance:	90%
Lair Probability:	Nil
Intelligence:	Supra-Genius
Alignment:	Lawful evil
Psionic Ability:	340 - 400
Attack/Defence Modes:	ALL / ALL
Level/XP:	4400 +16/hp

As the name suggests, these are mind flayers which are distant descendants of the original alien 'Elder' flayers, (creatures of almost godlike psionic power who bear little resemblance to the 'weak' devolved mind flayer common to the prime material planes). As direct descendants, they possess superior intelligence and psionic powers to their common brethren, and act as the nobility and ruling class in most mind flayer cities. Larger than regular flayers, scion flayers have elongated tentacles that in some cases can almost touch the floor. (With scion flayers, tentacle length is a sign of maturity and power, much the same as tusk length on Elephants). These tentacles attack as a 12HD monster, and will kill victims in 1-4 rounds as per normal mind flayers.

The mind blast of a scion flayer is exceptionally powerful, (90" long cone, 1/2" diameter at the base, 30" diameter at the end), with a -4 penalty applied to the combined WIS/INT score of the victim. This power can be used at will, once per round.

Scion flayers possess the usual psionic abilities of mind flayers plus 1-6 minor devotions and 1-3 major sciences. They are true masters of the psionic world and have developed hundreds of psionic powers unique to mind flayer nobility. They have spent millennia studying the magical effects common to other races, (such as drow, beholders and humans), and have developed psionic powers which mimic the effects of many commonly used spells, (magic user and Illusionist only).

Scion mind flayers perform psionic disciplines at 11th level mastery.

Although they shun the practice of magic, (for which they have no natural aptitude), they commonly use magic items utilized by mages, (rings, potions, wands etc.), with the exception of scrolls.

Scion mind flayers are typically black with purple markings, although green, dark blue, and even yellow tinged varieties have been reported. It is unknown whether these other colour varieties possess similar powers to their dark brethren, or whether they represent another level of command structure within the flayer hierarchy.

The longevity of these extremely rare creatures is largely unknown, although reports suggest that specimens over 500 years old exist in the deep recesses of the world.

Boots of Inaudibility

These boots each contain a gem of 250 GP value (or greater) in their heel. The magic to manufacture them is centered on the pair of gems. If removed from the boots and or if the individual boots are separated by more than a dozen feet the magic will dissipate and vanish in 24 hours.

The magic of the boots prevents sound from escaping from a three foot sphere centered on each boot. This means the wearer can walk over gravel, twigs, dry leaves etc. and no noise will escape. The wearer must still be cautious to not kick some sound producing object beyond the three foot range of the boots.

An added feature of the boots is that they will allow minor jumps of up to five feet either horizontally or vertically and there is no limit to the duration of these jumps. A safe landing is not guaranteed by the boots however.

They are valued at 1500GP but Thieves and Rangers especially may be willing to pay considerably more for them.
GP value 1,500; XP value 500

by Lenard Lakofka

The Toybox I: Maces and More

By Stuart Marshall

Mace of Order

In the hands of a chaotic character this heavy mace functions as a cursed -1 weapon. For a character who is neutral on the law-chaos axis, it counts as +1. For a lawful character it is a +3 weapon and inflicts double rolled damage, i.e. (1d6x2)+4 vs small or medium-sized creatures and (1d6x2)+3 vs large ones.

GP value: 15,000; XP value: 1,500

Mace of Smashing

This heavy **Mace +1** increases the wielder's strength by 1, increasing it to the next whole number, thus a character with strength 18.32 would have an effective strength of 19 while wielding this weapon. If the mace strikes an object, the object must save vs crushing blow or be destroyed. The mace is prized by dungeoneering adventurers of the less subtle kind, as it can be used for breaking down doors or smashing open chests and other containers – although in due course, adventuring types may find the gentle sound of shattering potion-bottles, magical mirrors or other fragile items upsetting, and may become tired of triggering traps.

GP value: 10,000; XP value: 750

Mageblade

This +1 magical long sword is usable by magic users. Dagger proficiency is sufficient to remove the non-proficiency penalty for a **Mageblade**.

GP value: 3,000; XP value: 300

Sword of Spell Stealing

This item is a +2 sword with special powers against any creature that has a spell memorised. (It only works on memorised spells, not spell-like powers, so it cannot steal the powers of a unicorn or pit fiend, but it would work on a lich or naga.) If the attacker rolls an unmodified 20 "to hit", then one of the target's spells vanishes from its memory; determine the spell lost randomly. If the attacker is injured, then he or she is healed 1hp of damage for each level of the spell stolen.

GP value: 5,000; XP value: 500

Wychwood Staff

This is a quarterstaff +1. If it hits a wraith, spectre, ghost, groaning spirit, shadow, or other insubstantial creature in melee, then it will be drawn into the staff and trapped inside until either the staff wielder speaks the secret command word to release it, or another insubstantial creature is struck in melee, in which case any previous occupant will be ejected. Creatures ejected in this way will probably be quite angry with the staff owner.

GP value: 7,500; XP value: 750

Armour of the Porcupine

Armour of the porcupine magically inflicts damage on any attacker who hits the wearer in melee. There is no saving throw, but magic resistance will prevent this effect from working (treat the armour as an 11th level spell caster). It can work on any number of attackers, even if they all hit in the same round. It is ineffective against damage caused by spells or missiles.

Roll the armour type on the standard OSRIC table, which is reproduced here for convenience:-

d20	Result	Base XP value	Base GP value
01	Banded	400	4,000
02-04	01-90 Chain mail 91-00 Elfin chain	350 550	3,500 5,500
05-06	Leather	200	2,000
07-09	Plate	500	5,000
10	Ring mail	250	2,500
11-12	Splinted	400	4,000
13-14	Scale	300	3,000
15	Studded leather	225	2,250
16-20	Shield	250	2,500

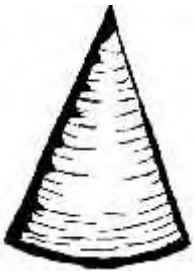
Then roll d% to determine the strength of the armour:

d%	Protection Value	Damage inflicted *	XP/GP value mod
01-30	+1	1 hp	x1.25
31-40	+2	1 hp	x2.5
41-45	+3	1 hp	x3.75
46-47	+4	1 hp	x5
48-67	+1	1d2 hp	x1.5
68-75	+2	1d2 hp	x3
76-80	+3	1d2 hp	x4
81	+4	1d2 hp	x6
82-90	+1	1d3 hp	x2
91-95	+2	1d3 hp	x3.5
96-97	+3	1d3 hp	x4.5
98	+4	1d3 hp	x6.5
99	+1	1d4 hp	x2.5
00	+5	1d6 hp	x7.5

* Per Hit

Each time the target is struck in melee, there is a 1% chance that the armour of the porcupine's enchantment will be exhausted and it will crumble to dust.

Dunce Cap



This cursed helmet reduces wearer's INT to 3 when put on. It can be removed easily, but the lost INT does not return. Once the helmet has worked, it will cease to function for a year and a day. The lost intelligence can be restored by means of *Remove Curse*.

GP value: 1,000; XP value: 100

Polished Shield

The polished shield acts as a **Shield +1**. Its reflective surface also reflects gaze attacks such as a medusa's like a mirror does. Usable by any shield-using class.

GP value: 2,750; XP value: 275

Survivor's Shield

The **Survivor's Shield** acts as a shield +1. Once in the wielder's life, the shield will empower him or her to re-roll a failed saving throw. Once this has been done, that will never again work for that character. Each survivor's shield will enable a maximum of three re-rolled saving throws---for three different owners---before crumbling to dust.

GP value: 2,750; XP value: 275

Bishop's Ring

When worn by a cleric with a wisdom bonus to his or her number of spells per day, the **Bishop's Ring** doubles that bonus. Thus:

Spells/day by Wisdom

Wisdom	Level 1	Level 2	Level 3	Level 4
13	+2	--	--	--
14	+4	--	--	--
15	+4	+2	--	--
16	+4	+4	--	--
17	+4	+4	+2	--
18	+4	+4	+2	+2

GP value: 50,000; XP value: 4,000

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Arrow of Entanglement

When striking an opponent this arrow transforms into a rope and acts as a **Rope of Entanglement**, entangling the victim for 2d4+4 rounds. The victim receives no saving throw, but a successful hit roll is required. At the end of the duration the rope crumbles to dust. If the arrow misses the magic is expended and is lost. Typically only one of these arrows is found, and the shaft resembles a coarse rope.

Note that 1% of these arrows is cursed, and upon firing entangles the bowman. The bowman must make a normal to-hit roll against her own armor class, and if successful, is entangled.

GP value 2,000; XP value 100

by Bryan Fazekas

The Toybox II: Gloves of the Ghoul

By Lenard Lakofka

Setup

The party has to be travelling off a main road in a location that is at the very least 400 or more feet from any occupied cave, home or other occupied edifice. It can't be in the middle of a field or an area where someone would have likely been walking in the last twenty or so years.

A rotten corpse is found either beneath some substantial growth or at the bottom of a cliff or hillside where people would normally not walk. The exact location will be up to the DM based on the surroundings. A campsite a hundred or more feet from the road might be suitable if it appears to be remote enough.

The corpse is of a male wearing leather armor that has begun to decompose in the exposed open area. It will rip or tear if removed from the body. A shirt and trousers are in a similar state of decay. There is belt that might be reused, held with a tarnished silver buckle that, after polishing, could easily sell for 3 gold pieces. The leather boots are also rotting and useless. There is a purse attached to one side of the belt. The purse contains 34 SP and 22CP. Plus a silver ring (value 25GP).

A dagger scabbard attached to a sword scabbard (sort of a two in one item) is on the other side. This double scabbard is not badly damaged and can be used again. Its value for craftsmanship and materials is 10 gold pieces. The ordinary dagger it holds is a bit rusty but is serviceable though unremarkable. It is balanced for throwing. [Valued at 15 gold pieces because of the balance].

The short sword in the scabbard has a ruby on the pummel that takes its value up to 100 gold pieces. It, like the dagger just needs polishing and a bit of sharpening.

This all catches the party's immediate notice ...

* * *

The corpse is wearing a pair of tattered leather gloves that look like they are rotting and have been used for a considerable period of time.

The gloves are under a permanent illusion that makes them appear tattered and worn. They are actually in perfect condition. If *Detect Magic* is cast they will radiate magic. If *Detect Evil* is cast there is a dim aura of evil but is almost undetectable. If the gloves are removed from the corpse and put on a living being they will appear in their true form for five full minutes – a pair of black gloves made of very supple leather. They will conform to anyone's hand size, from a pixie all the way up to hill giant. The being simply has to try to put them on and they will expand or contract to fit. At the end of the five minutes of being worn by a living warm blooding being (human, demi-human or humanoid) the gloves will fade away, becoming invisible.

When the gloves are invisible their power comes into play. If a mammal (that would include humans, demi-humans and humanoids, as well as cats, dogs, goats etc) is touched on its bare skin or through a light weight garment like a shirt (but not a robe or trousers – and certainly not through any type of armor) –the touched figure will have to save versus paralysis or be paralyzed for 2d8 rounds. This touch can be made by either glove but both gloves must be worn for the power to be invoked.

This paralysis attack can be tried three times in a 24 hour period (regardless of whether the victim saves or does not save). Note that this applies to casual contact like putting your hand on someone's shoulder or shaking someone's hand. The wearer has no power over this touch so friend, foe or animal must save if touched. Once three touches during a 24 hour period are made the gloves will have no power for the remainder of that 24 hour period. The gloves will now become very slightly visible. If the surrounding light is equal to a torch or better (certainly daylight qualifies) the wearer's hands can be seen as being darker in color (a 3d10 +10 percent chance would be reasonable). If the area is fairly dark it is very hard to see the gloves at all, (a 2 to 16% chance). If it is bright (light, sunlight, a brightly lit room) the chance of being seen goes up (5d12 + 20 percent).

Aside: there is always a chance that the target of a spell or spell like affect will realize that he/she/it has just "saved" versus something. Many DMs do this in different ways: a

chill feeling, momentary dizziness, a sudden feeling of warmth, tingling (especially if a touch is involved), momentary reduced sight) etc. This chance should be related to level and intelligence. A good rule of thumb is (Intelligence score plus level) x 2%. But if the figure's intelligence is 13 to 15 double the intelligence score and if 16 to 18 triple it. Many DMs would say that a spell or spell like affect from a powerful source would alter these chances. Certainly you know you have saved from magical fire, cold or electricity because you have received half damage from the attack.

If the gloves are removed for more than three hours to stop this "attack" from happening then gloves will again appear to be tattered and be unusable for a full twenty four hours. Furthermore the former user must now save versus paralysis or be paralyzed if he/she waits more than three hours to put them back on!

If he/she waits too long but then does save from paralysis then the gloves will function normally. If he/she fails the save he or she can never use the gloves again. They will appear as tattered gloves, not in good condition or invisible. If that figure wears the gloves anyway for more than an hour he/she must save versus paralysis again (and again and again as the hours pass).

These gloves have a value of 5,000 gold pieces and 500 XP if the person who claims the gloves can figure all of the properties and the "curse" of the gloves as well (paralysis of figures you had no intention of attacking)!

The **Gloves of the Ghoul** are not evil per se' but a good figure wearing them will once every week have to save versus paralysis or be paralyzed! If the wearer is ever paralyzed the gloves will no longer function for him or her, just as if he/she removed them as stated above. A good figure that fails this save will be paralyzed for 8d8 +24 rounds! IF goodness is only a tendency (CNg vs CG or NG) then the DM can reduce the duration of the paralysis.

Lenard offers us another item …

Ring of the Minor Thief

The ring is usually made of silver or gold and carries one or more gems whose total value is at least 750 GP. The ring has three powers that tie together:

1. It allows the wearer to charm a small mammal or bird into becoming the thrall of the wearer. Squirrels, small monkeys, crows etc. are among the best choices. The animal should be no heavier than ten pounds as a guideline. Lizards, snakes etc. are not affected. Animals may be charmed at a range of up to 20' and must be still – a flying bird or running squirrel is immune to the charm.
2. While worn the ring wearer can see through the eyes of the charmed beast and hear what it hears. He or she cannot smell, taste, or feel what the animal does. The range of this control is 2,000 feet. If the beast goes beyond that range or if the beast is killed the wearer will receive 2d6 points of immediate damage (no saving throw) and save vs intelligence or be knocked unconscious for 2d4 rounds.
3. The wearer can use the beast as a spy or as a petty thief. Snagging small objects like coins, a ring, piece of jewelry, or other small object deemed by the DM as being transportable by the specific beast. Therefore things like wands, daggers and purses may be too heavy or awkward for the beast to transport that object.

The ring can be employed by any class whose alignment is <u>not</u> Good. Druids and thieves prize this ring greatly.

The duration of the Charm is one hour plus ten minutes for each level of experience of the ring wearer. Attempting to pass this time limit will have the same effect as going beyond the range of the ring. The beast is not harmed by this magic and can be released after a task or tasks are done.

The ring wearer should be in a quiet and secluded place for the best results when seeing and hearing through his thrall. The wearer must have his eyes closed or be in darkness for best results. With eyes open the wearer will be hard pressed to distinguish between his sight and that of the beast's, and few actions other than walking slowly can be safely accomplished. Further sound that can be heard by the wearer can preclude the sounds heard by the beast.

The wearer is in a sort of trance while this is going on and is more likely to be surprised. However a loud noise is enough to allow the wearer to break the connection with the beast and react to whatever made the noise. This will sever the connection of course.

While worn the ring provides a +1 to all saving throws that involve illusion, charm and hold even while the ring is being employed. Thus other classes may want the ring for the benefit alone.

GP value 3,500, XP value 500

The Toybox III: Lycanthrope Magic Items

by Ian Slater

Moon Staff

This staff is carved from a large, aged oak tree in the year before it dies. It is approximately 5 feet long and topped by a fragment of rock that glistens and reflects the light. The rock is a moonstone (which must be retrieved from rare meteorites), and it gives the staff its power. The staff has two functions that require charges, one that does not.

1. The staff can give the wielder protection from lycanthropes for 4 turns, no physical contact can be made between the lycanthrope and the wielder, and all saves versus lycanthropic attacks are at +2. (uses 1 charge)
2. The staff can be used to charm lycanthrope (as *Charm Person Or Mammal*, lycanthropes only). Fully transformed lycanthropic victims get a -4 on their saving throws, in human form they get a -2, and this ability affects all lycanthropes in a 2" radius and 3" range. The charm lasts 4 turns. (uses 2 charges)
3. The staff has a series of concentric rings with small depressions in them, each depression will fit one tooth from a lycanthrope, and it will close in around it when inserted. The staff may fit up to 12 teeth. Each time a tooth from a different kind of lycanthrope is inserted, the staff gains a +1 to hit against all lycanthropes. The next tooth of a different kind gives +1 to damage against all lycanthropes. The next different tooth gives an additional + 1 to hit against all lycanthropes (for a total of +2), alternating back and forth, until the maximum bonus (+6 to hit and +6 to damage against all lycanthropes) is gained.

The staff can be recharged by slaying a lycanthrope with the staff on a full moon – any weapons or magic can be used against the lycanthrope to inflict damage, but the death blow must come from the staff. This restores charges equal to 1/2 the HD of the lycanthrope slain. If the staff runs out of charges the wielder must save versus magic or be transformed into a random type of were creature, rolled for amongst the teeth the staff currently has imbedded within it.

This item can be used only by magic-users.

GP value 15,000; XP value 10,000

Caul of Selene

A **Caul of Selene** is cloak with a hood that pulls down over the face of the wearer, made from the skin of a lycanthrope. When it is worn and the hood is pulled down over the face the wearer temporarily transforms into the lycanthrope whose skin the cloak was made from. The transformation lasts up to 4 turns, and there is no system shock required. If the cloak is used more than once per day, there is a cumulative 25% chance with every additional use that the transformation will become permanent, if slain while transformed there is a 50% chance of "rising" permanently transformed. A victim permanently transformed in this way can only be brought back with the most powerful magics, like a *Wish* or an *Alter Reality* spell. While transformed the wearer also has a +40% reaction bonus against lycanthropes of their kind. The kind of caul found is determined by rolling a 1d10 on the following chart:

1d10	Result
1-3	Wererats
4-6	Werewolves
7-8	Wereboars
9	Weretigers
10	Werebears

This item may be used by fighters and druids.

GP value 12,000; XP value 8,000 XP

Helm of Lunar Transmogrification

The **Helm of Lunar Transmogrification** is a cap made from the skull of a lycanthrope, framed with silver and with one white pearl in each eye. The variety of lycanthrope skull can be determined by rolling a d10:

1d10	Result
1-3	Wererat
4-6	Werewolf
7-8	Wereboar
9	Weretiger
10	Werebear

Once per week, the wearer of this helm may transform up to 10 HD of victims into lycanthropes of the helm's chosen kind. These transformed victims will be at the command of the helm wearer for the duration of their transformation, 2 turns. This could be ten 1 HD creatures, one 10 HD creature, or up to fifteen 0 level creatures. All victims get a saving throw, at a -1 modifier for 9-10 HD level targets, -2 for 7-8 HD targets, -3 for 5-6 HD targets, -4 for 3-4 HD targets, and -5 for 0-2 HD targets. Every time this helm is used there is a 1% chance the victims will turn on the wearer and attempt to destroy them.

This item may be used by magic-users.

GP value 16,000; XP value 10,000

Eyes of The Lycans

The **Eyes of the Lycans** are small crystalline cups that fit over the eyeballs. When worn, they give the wearer several powers:

1. The wearer can "see" lycanthropes in base form, animal form or fully transformed, whether hidden naturally or magically.
2. The wearer is only surprised on a 1 in 6, e.g., their chance to be surprised is reduced 16%.
3. Once per night the wearer can 'see' through the eyes of any lycanthrope in a 1 mile radius for up to 4 turns.

If the eyes are worn for more than 8 hours consecutively they must be removed and left off for 24 hours or the wearer will have a 10% cumulative chance per hour of becoming permanently insane with a form of acute paranoia that makes them convinced they are transforming into a were creature. They will experience blackouts, lost time, memory gaps, become increasingly aggressive (-40% reaction modifier) and shun armor and protective magics. This effect can only be removed with a remove curse cast against a 15th level caster.

This item may be used by druids and thieves.

GP value 8,000; XP value 5000

Gloves of the Boar

These gloves give the wearer the equivalent of 18/60 strength (+2 to hit, + 3 to damage, + 1250 gp weight allowance, Open Doors on a 1-4, BBLG 25%). In addition, the gloves have claws on the fingertips, and any attack that exceeds the required "to hit" by 4 or more requires the victim to save versus poison or be infected with lycanthropy, fully transforming into a wereboar by the next full moon.

This item may be used by fighters and thieves.

GP value 7,000; XP value 4,000

Metamorphosis Belt

A **Metamorphosis Belt** allows the wearer to have all their clothing and armor change to the appropriate dimensions when any physical transformation occurs. The transformation cannot be any greater than the original creature's size category (e.g. if polymorphed into a gnoll that was larger than the original human target the armor would grow, if polymorphed into a dragon, no). The clothing and armor will transform back when the wearer transforms. If the belt fails a saving throw and is destroyed the armor will return to its base form, doing 2d10 damage to the wearer. These belts are highly treasured amongst lycanthropes, particularly fighters so infected.

GP value 7,5000; XP value 4,000

Arrow of Restoration

This arrow is enchanted to +2 value. If a successful hit is made upon a lycanthrope they are instantly and permanently cured of their lycanthropy. The arrow must be used on the transformed version of the lycanthrope, though they can be in animal or humanoid form. The arrow expends its magic on a successful hit so it can be successfully used only once. If it misses there is a 50% chance it will break.

This item may be used by fighters.

GP value 6,000; XP value 3,000

Spell Caster's Paradise I: Cleric Spells

by Stuart Marshall

Censure

Level: Cleric 1
Type: Divine invocation/evocation
Range: 30 ft
Duration: Instantaneous
Area of effect: 1 creature
Components: V,S
Casting time: 1 segment
Saving throw: Negates

The cleric utters a condemnation of the target's behaviour or conduct. This creates a point of divine energy, which the cleric hurls at the target. The cleric must roll to hit, and if he or she misses then the spell has no effect. If the target is hit, it gets a saving throw vs spells (unlisted categories) and if it passes the spell has no effect. If it fails, then roll on the following table to determine the spell's effect:-

1d12	Outcome
1-2	Stunned for 1d4+1 rounds
3-6	Paralysed for 1d4+1 rounds
7-10	Move slowed by 50% for 1d4+1 rounds
11-12	Number of attacks reduced by 50% for 1d4+1 rounds

This spell is ineffective against creatures of 7HD or higher.

Correction of Gamchicoth

Level: Cleric 1
Type: Divine enchantment/charm
Reversible: Yes - Punishment of Nehema
Range: 30 ft
Duration: 13 rounds
Area of effect: 1 creature
Components: V
Casting time: 1 segment
Saving throw: Neg

Correction of Gamchicoth and its reverse, *Punishment of Nehema*, may only be cast on a creature of opposing alignment to the cleric (so good clerics can affect evil creatures, evil clerics good ones, lawful clerics can affect chaotic creatures and chaotic clerics lawful ones). True neutral clerics may not use either form of the spell.

With the normal form of the spell, for the spell's duration the target suffers 1 hp of damage each time it hits a creature in melee. With the reverse, for the spell's duration any creature striking the target in melee is healed for 1 hp.

Both the normal and reverse form of the spell may be in effect on the same creature, but multiple spells of this type will overwrite the previous ones rather than add to them. For example, if a creature is under the sixth level divine spell *Vituperation of Nehema*, a *Correction of Gamchicoth* will work as normal but a *Punishment of Nehema* will erase the previous spell.

Detect Disease

Level: Cleric 1
Type: Divine Divination
Range: 10 ft
Duration: 1 round/level
Area of effect: 1 creature
Components: V,S
Casting time: 1 round
Saving throw: None

The cleric implores for aid from the gods, and is empowered to detect disease in one creature (whether the disease is natural or magical). If there is more than one disease, the number of diseases will be revealed. Furthermore, there is a 10% chance per caster level of discovering the exact type of disease present.

Detect Poison

Level: Cleric 1
Type: Divine Divination
Range: Touch

Duration: 1 round/level
Area of effect: One object or substance
Components: V,S
Casting time: 1 round
Saving throw: None

This spell empowers the cleric to know whether one object or substance has been poisoned or is poisonous. In addition, there is a 10% chance per level of the cleric to determine the virulence of the poison, defined as "strong" (saving throw penalty of -2 or more), "normal" (saving throw adjustment of -1, 0 or +1) or "weak" (saving throw adjustment of +2 or more, or any non-fatal venom or toxin).

Guardian's Sigil

Level: Cleric 1
Type: Divine Abjuration
Range: Touch
Duration: 6 turns
Area of effect: 10 ft square
Components: S,M
Casting time: 2 rounds
Saving throw: None

The *Guardian's Sigil* is a mystic rune the cleric marks on a section of the ground. The cleric designates a guardian for the sigil. The guardian must be a speaking creature of the cleric's religion, and must freely accept the guardianship. For the spell's duration, the guardian must remain within the Area of effect. While standing within this area, the guardian is healed of 1d4 hp each time he or she slays a hostile creature. If the guardian moves outside the spell's area of effect, the spell will catastrophically fail, causing a supernatural feedback-like effect that inflicts 1d8 hp of damage on the guardian.

Material components for this spell cost 50 gp.

Halo

Level: Cleric 1
Type: Divine Enchantment/Charm
Range: Touch
Duration: 1 round
Area of effect: 1 person
Components: S
Casting time: 1 segment
Saving throw: None

This spell grants a brief, miraculous resistance to supernatural attack. The recipient kneels in silent prayer, and the cleric touches him or her on the forehead. A mystical glow surrounds the recipient's head next round. During that time he or she enjoys a 75% magic resistance.

Hand Fire

Level: Cleric 1
Type: Divine Transmutation/Alteration
Range: Self
Duration: See below
Area of effect: Caster
Components: V,S
Casting time: 1 segment
Saving throw: None

Hand Fire is a variant of the *Light* spell that creates light emanating from the cleric's palm. The light allows visibility out to about 40 feet even in total darkness, and lasts until the cleric either casts another spell or uses the affected hand for another purpose. There is no heat associated with this light. Magical darkness will always dispel it.

Protection from Chaos

Level: Cleric 1
Type: Divine Abjuration
Reversible: Yes – Protection from Law
Range: Touch
Duration: 3 rounds/caster level
Area of effect: Creature touched
Components: V,S,M
Casting time: 4 segments
Saving throw: None

Except in that it protects against chaotic creatures instead of evil ones, this spell exactly resembles the 1st level divine spell *Protection from Evil*. The reverse protects against agents of law.

Repair

Level: Cleric 1
Type: Divine Transmutation/Alteration
Range: Touch
Duration: Instantaneous
Area of effect: One object
Components: V,S
Casting time: 1 segment
Saving Throw: None

Repair is similar to, but a little more powerful than, the first level Arcane spell *Mending*. It restores damaged, broken or shattered non-magical objects. It can repair broken magic items, but their magical properties will not

be restored. The spell only works on non-living material, but it can work on material that was formerly alive such as wood or leather. It can repair damaged skeletons or zombies, instantly returning them to full hit points, but will not work on other undead creatures. If used on a damaged golem, the spell restores 2d4 hp of damage the creature might have suffered.

Scribe

Level: Cleric 1
Type: Divine Transmutation/Alteration
Range: Self
Duration: Up to 8 hours
Area of effect: Caster
Components: V,S,M
Casting time: 1 round
Saving throw: None

For the spell's duration the cleric's handwriting speed is doubled. His or her handwriting becomes magically clear and legible, and no transcription errors or misspellings will occur. The cleric can copy texts and manuscripts, or compose new ones, with equal ease. If the cleric is 7th level or higher, he or she will be able to scribe clerical scrolls with the aid of this spell, provided the correct magical inks are available.

Divine Might

Level: Cleric 2
Type: Divine Invocation/Evocation
Range: Self
Duration: 12 rounds
Area of effect: Caster
Components: V
Casting time: 2 segments
Saving throw: None

The cleric is filled with divine might, enhancing his or her strength to 19 and giving the consequent bonus (+3 to hit, +6 damage) for the spell's duration. This spell is not cumulative with any other strength-enhancing effect.

Smite the Faithless

Level: Cleric 2
Type: Divine Invocation/Evocation
Range: Touch
Duration: 12 rounds
Area of effect: 1 melee weapon
Components: V
Casting time: 2 segments
Saving throw: None

The cleric enchants a single weapon to become temporarily more effective against an opposing alignment. The cleric selects the weapon's target alignment: evil creatures (for good clerics); good creatures (for evil clerics); lawful creatures (for chaotic clerics); or chaotic creatures (for lawful clerics). Clerics who are true neutral may not use this spell.

For the spell's duration the weapon crackles with electricity, and to creatures of its target alignment it does additional lightning damage in melee in accordance with the following table:

Cleric Level	Bonus Damage
3-5	+1d3
6-8	+1d4
9-11	+1d6
12-1	+1d8
15-18	+1d10
19+	+1d12

Stalk

Level: Cleric 2
Type: Divine Transmutation/Alteration
Range: Touch
Duration: 5 rounds/level
Area of effect: 1 creature
Components: V,M
Casting time: 2 segments
Saving throw: None

With a prayer and a touch, the cleric camouflages the target as if he or she were wearing an elven cloak and boots. Like invisibility, the spell is cancelled if the target makes an attack or casts a spell.

Translate

Level: Cleric 2
Type: Divine Transmutation/Alteration
Range: Touch
Duration: 3 turns/level
Area of effect: 1 inscription
Components: V,S,M
Casting time: 1 round
Saving throw: None

The cleric beseeches the gods for the power to understand an inscription (which for the purposes of this spell means one book, manuscript, scroll, tapestry or

other single piece of writing). This will be granted to the extent that the inscription is non-magical; thus foreign tongues, or thieves' or druids' cant, can be read, but spell scrolls, magical books, magical ink formulae or potion recipes remain incomprehensible. The spell does not break any codes or ciphers, but will reveal them as such.

Champion's Sigil

Level: Cleric 3
Type: Divine Abjuration
Range: Touch
Duration: 6 turns
Area of effect: 10 ft square
Components: S,M
Casting time: 2 rounds
Saving throw: None

The *Champion's Sigil* resembles the first level divine spell *Guardian's Sigil*, except that the champion is healed of 2d4 hp each time he or she slays a hostile creature, takes 2d8 hp of damage on leaving the area, and the spell's material components cost 500 gp.

Chastisement of Gamchicoth

Level: Cleric 3
Type: Divine Enchantment/Charm
Reversible: Yes - Obloquy of Nehema
Range: 30 ft
Duration: 13 rounds
Area of effect: 1 creature
Components: V
Casting time: 3 segments
Saving throw: Negates

Chastisement of Gamchicoth resembles the first level divine spell *Correction of Gamchicoth*, except that the target suffers 1d6 hp of damage. Its reverse, *Obloquy of Nehema*, resembles *Punishment of Nehema* except that those striking the target in melee are cured of 1d6 hp of damage.

Circle of Healing

Level: Cleric 3
Type: Divine Necromancy
Range: Nil
Duration: Instantaneous (permanent)
Area of effect: All living creatures within 10 ft of the caster
Components: V,S,M
Casting time: 1 round
Saving throw: None

Resembling an area of effect *Cure Light Wounds* spell, this spell restores 1d8 hp to all living creatures within 10 ft of the caster.

Delayed Cure Light Wounds

Level: Cleric 3
Type: Divine Necromancy
Range: Touch
Duration: 3 rounds
Area of effect: Creature touched
Components: V,S
Casting time: 5 segments
Saving throw: None

This spell exactly resembles *Cure Light Wounds*, except that it does not take effect until the third round after casting. It is typically cast on the cleric's favoured heroes just before they go into severe danger.

Detect Lycanthropes

Level: Cleric 3
Type: Divine Divination
Range: Self
Duration: 1 round
Area of effect: 60 ft radius sphere
Components: V,S
Casting time: 7 segments
Saving throw: Negates

This spell empowers the cleric to identify lycanthropes (including jackalweres but not other shapechangers such as doppelgängers) within the area of effect. If there is a lycanthrope in human form, its animal form will become visible as a translucent ghost-like figure superimposed on the human shape; if it is in animal form, its human form will appear in the same way. At the lycanthrope's option it can attempt to avoid detection, in which case it gets a saving throw vs spells (unlisted categories) to remain unnoticed.

Footsore

Level: Cleric 4
Type: Divine Enchantment/Charm
Range: 60 ft
Duration: 1 turn/level
Area of effect: 1 creature/level, all within a 30 ft radius
Components: V,S,M
Casting time: 7 segments
Saving throw: None

This spell slows the target creatures' movement speed on foot by 50%. Flying, swimming, burrowing or other non-pedestrian movement is unaffected. Footsore can be counteracted with *Remove Curse* but *Dispel Magic* is ineffective.

Hero's Sigil

Level: Cleric 4
Type: Divine Abjuration
Range: Touch
Duration: 6 turns
Area of effect: 10 ft square
Components: S,M
Casting time: 2 rounds
Saving throw: None

The *Hero's Sigil* resembles the first level divine spell *Guardian's Sigil*, except that the hero is healed of 3d4 hp each time he or she slays a hostile creature, takes 4d8 hp of damage on leaving the area, and the spell's material components cost 2,500 gp.

Minor Ward

Level: Cleric 4
Type: Divine Abjuration
Range: Touch
Duration: Until broken
Area of effect: Hemisphere 15 ft radius
Components: V,S,M
Casting time: 3 rounds
Saving throw: Special

This spell creates a hemispherical force field in a fixed location. The field is transparent but visible, appearing like a sheet of glass, and obstructs all movement through it (including extra-planar movement, teleport/dimension door/blink spells, etc.) Neither physical objects nor spells can pass through the barrier.

The minor ward can be destroyed by the spells *Alter Reality*, *Disintegrate*, *Limited Wish*, *Phase Door*, *Plane Shift*, *Shadow Door* or *Wish* targeted at the barrier, or by any area of effect spell that would do at least 20 hp of damage.

The ward stays up until the casting cleric falls asleep, is rendered unconscious, or chooses to dismiss it. In either case the ward takes 1 round to fade.

Scourge of the Infidel

Level: Cleric 6
Type: Divine Invocation/Evocation
Range: 30 ft
Duration: Instantaneous
Area of effect: 1 creature
Components: V,S,M
Casting time: 6 segments
Saving throw: See below

The cleric utters a litany of the target's offences against the cleric's deity, points a finger and seeks to obliterate one creature. The target must be of an alignment opposed to the cleric (so good clerics can affect evil creatures, evil clerics good ones, lawful clerics can affect chaotic creatures, and chaotic clerics lawful ones). True neutral clerics cannot use the spell.

If the target has 5 or fewer hit dice, it rolls a saving throw vs death. If it fails it crumbles to dust. If it passes, it still takes 10d10 hp of damage.

If the target has 6 or more hit dice, it rolls a saving throw vs spells (unlisted categories). If it fails it takes 5d10 hp of damage, and if it passes it still takes 5d6 hp of damage.

If the target survives, it is wracked with pain, and can take no action in the round immediately after the spell takes effect.

Vengeance of Gamchicoth

Level: Cleric 6
Type: Divine Enchantment/Charm
Reversible: Yes - Vituperation of Nehema
Range: 30 ft
Duration: 13 rounds
Area of effect: 1 creature
Components: V
Casting time: 3 segments
Saving throw: Negates

Vengeance of Gamchicoth resembles the first level divine spell Correction of Gamchicoth, except that the target suffers 3d6 hp of damage. Its reverse, Vituperation of Nehema, resembles Punishment of Nehema except that those striking the target in melee are cured of 3d6 hp of damage.

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Spell Caster's Paradise II: Lycanthrope Spells

by Ian Slater

Systra's Immersion

Level: Illusionist 3
Casting Time: 3 segments
Range: 4" per level
Duration: 1 turn
Area of Effect: globe 1"/level
Components: V,S,M
Saving throw: Special

Upon casting *Systra's Immersion* the illusionist bathes the entire area of effect with a deep hue of a particular color. All objects under a *Systras Immersion* appear as a deep or light shade of the dominant color projected by the spell. This most often includes the area above the PC's heads due to the size of the area of effect, so the sky would look this way as well. All combatants in the immersion who have not trained and prepared under these conditions before will take -2 to hit and be one AC worse under the immersion due to mild disorientation and increased potential to misidentify opponents and allies.

Other specific effects are tied to particular colors:

Red – Blocks lycanthropic cycles (e.g. the immersion would convert lycanthropes back to human form).

Blue – Creatures only hit by magical weapons make morale checks at -30%.

Yellow – Creatures which have infravision or ultravision or good night vision take an additional -1 to hit.

The material components for this spell are a powdered diamond of no less than 200 gp value, and either a ruby, a blue sapphire or a yellow sapphire of at least 50 gp value.

Nesslor's Major Calendrical Inversion

Level: Illusionist 6
Casting Time: 1 turn
Range: special
Duration: 1 round/level
Area of Effect: 1 square mile per level of the illusionist
Components: V,S,M
Saving throw: none

Nesslor's Major Inversion, when cast, switches day for night in the area of effect. This magical daylight works like regular daylight, it eliminates darkness, it transforms lycanthropes back to human form, it destroys vampires, etc. The material component of the spell is a pair of diamonds, one clear, one dark, worth at least 200 gp each, and a lock of hair from a lycanthrope.

Firrwin Hollinshae's Release the Beast

Level: Magic-User 7
Casting Time: 7 segments
Range: individual
Duration: 1 turn/level
Area of Effect: individual
Components: V,S,M
Saving Throw: none

This spell can only be cast at night when the moon is at least half full. The spell transforms the magic user into a lycanthrope for the duration of the spell. The magic-user's HP stays the same, but their AC changes to that of the lycanthrope plus any applicable magical bonuses, and their move changes. Roll a d12:

1d12	Result
1-4	Wererat; AC 6, MV 12", NA 1, DA 1-8, SA – Surprise on a 1-4
5-7	Werewolf; AC 5, MV 15", NA 1, DA 2-8, SA – Surprise on a 1-3
8-9	Wereboar; AC 4, MV 12", NA 1, DA 2-12
10-11	Weretiger; AC 3, MV 12", NA 3, DA 1-4,1-4,2-12, SA – Rake for 2-5,2-5
12	Werebear;AC 2, MV 9", NA 3, DA 1-3,1-3,2-8, SA – Hug for 2-16

Damage done by the magic-user while transformed does not run the risk of making the victim into a lycanthrope. The magic user also does not gain the protection from all but silver and magical weapons. The material component of this spell is a sliver dagger that has been left out under a full moon.

Tactical Magic: Shape Changers

by Ian Slater

The theme of this issue is shape shifters, creatures that can transform their bodies using magical abilities. Magic-users can use *Shape Change* , a 9th level spell, to transform into pretty much anything they want. That's great, but it can take a while to find or be able to use 9th level spells. There are, however, some other spell options that allow a caster to achieve a limited change of form at much lower levels, and I thought they would be worth reviewing here.

I have left out magic items that can change shape, spells that transform things (e.g. *Polymorph Object*) and spells like *Stone To Flesh* and *Statue*.

Spells that Change Shape

- Enlarge
- Alter Self
- Wraithform
- Polymorph Other
- Polymorph Self
- Duo Dimension
- Tenser's Transformation

Enlarge

(Alteration) Reversible, Level: I, Range: 1/2"/level, Duration: I turn/level, Area of Effect: Special, Components: V,S,M, Casting Time: 1 segment, Saving Throw: Neg

Explanation/Description: ... The effect of the *Enlargement* spell is to increase the size of a living creature (or a symbiotic or community entity) by 20% per level of experience of the magic-user, with a maximum additional growth of 200%... While magical properties are not increased by this spell ... weight, mass and strength are ... a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell ...

Analysis

This spell has a lot of applications beyond changing your shape, but even if you restrict yourself to this, the spell is quite useful. You can think of this spell as a VERY limited application *Shape Change* spell.

It states very clearly in the spell description: "Likewise, a person 12' tall would be as an ogre, while an 18' tall person would actually be a giant for the duration of the spell." Depending on how you interpret this, a magic user transformed to 12' height would have ogre strength. As usual there are small complications to the adjudication of this spell, for example, an ogre is listed as 9+' tall, not 12'. As a matter of fact a hill giant is listed in the MM as 10+' tall, so if you grow your MU to 12' you should technically have hill giant strength, not ogre strength.

Take a 1st level MU. Say he casts this spell on himself and he is 6' tall, enlarge would make him 7'-2" tall, as tall as a gnoll, and thus (by the DMG) 16 strength. The same MU at 3rd could grow to 9'-7" tall, putting him into the ogre sized camp, and thus a strength of 18/00. At 8th level a MU could grow to 15 feet tall, which would put him in the frost giant bracket.

Not bad.

This spell can also be used for subterfuge. Reducing yourself to halfling size to fit through a small opening, reducing yourself to mouse sized for an even smaller one. At 5th level (up to 100% reduction) you can reduce a person to doll sized and place them in a backpack or pouch. The meek party MU could easily sneak in the party fighter using this. You could also reduce a victim to doll size and bring the hammer down ...

The DMG states that enlarging will cause all garments and equipment to fall off.

Good to know.

You cannot "squeeze someone to death in their armor" using this spell; "Coats of mail, however, will be ruined if growth occurs while worn." So apply this spell carefully. The duration for this spell is ace, one turn per level gives

you enough to help with most combats. Cheap material components, and no system shock required either.

The only real downside is that you are big, and bigger things are easier to hit ...

Alter Self

(Alteration/lllusion) Level: 2, Range: 0, Duration: 3-12 rounds + 2 rounds/level, Area of effect: The illusionist, Components: V, S, Casting Time: 2 segments, Saving Throw: None

Explanation/Description: ... *Alter Self* enables the caster to effect a quasi-real change, so that size can be altered by 50% of actual. If the form selected has wings, the illusionist can actually fly ... If the form has gills, he can breathe underwater as long as the spell lasts. Using alter self to change into a larger creature does not permit additional attacks or damage unless the illusionist is accustomed to this form.

Analysis

When I first read this spell I was sure I was reading it wrong. You can alter your shape up to 50%, which gives you a decent range of options. But the real power of the spell is that it can be extended to appendages and organs, e.g. you can grow wings or gills. Admittedly, your flight will not be fast or elegant, but for a 2nd level spell this is pretty awesome. The duration is a minimum of 9 rounds for a 3rd level illusionist, also pretty good. There is nothing in the spell suggesting you can't switch forms during the spell, so it has many options. Say the illusionist is being pursued by city guards, he alters his form to that of a larger, burlier fighter type and blends into the crowd. When he reaches a bridge he grows gills and jumps into the water, swimming away to freedom. Or he could grow wings ...

Rockin.

Also, as this spell actually alters your physical form and there is no save, it's great for subterfuge. No need to cover yourself with the illusion of an orc, you can actually BE an orc.

Cool beans.

And last but not least, the last line of the spell description suggests that repeated use of this spell would potentially allow additional attacks and damage as the illusionist

becomes more "accustomed to this form." This isn't specified, but I personally LOVE this sort of mechanic. The idea that use should lead to greater expertise or skill appeals to me. So I think this should be cashed out in some way.

It is up to the DM to decide how many times the caster would have to use this spell before they were "accustomed" to the relevant form. As this would add significantly to the power of the spell, I would recommend that it should take a non-trivial number of in-combat castings for this to be achieved. Perhaps 1d10+10 castings. I would optionally allow this number to be reduced by 1 for every full week spent practicing outside of combat with this spell, to a maximum reduction of 4.

Wraithform

(Alteration/Illusion) Level: 3, Range: 0, Duration: 2 rounds/level, Area of Effect: The illusionist, Components: S, M, Casting Time: 1 segment, Saving Throw: None

Explanation/Description: ... the illusionist and all of his or her gear become insubstantial. The caster can be hit only by magic weapons of + 1 or better, or by creatures otherwise able to affect those struck only by magic weapons. Undead of most sorts will ignore an individual in *Wraithform* ... The illusionist will be able to pass through small holes or narrow openings, even mere cracks ... No form of attack is possible when in *Wraithform*, except against creatures which exist on the Ethereal Plane, where all attacks (both ways) are normal. Dispel illusion and dispel magic are the only ways to force an illusionist in *Wraithform* back to normal form ...

Analysis

This is another lower level illusionist spell that rocks it's category. You can't attack when in *Wraithform*, but you get the full maneuverability of being able to slip through cracks and small spaces, as a wraith can fly you could possibly get the benefits of flight as well (24" move). Immunity to normal weapons is huge, as is the ability to be ignored by most low level undead. As anyone in a party with a cleric can tell you, sometimes those turning rolls fail, so it's nice to have a fall back.

The lack of a verbal component is nice, just in case you have been silenced, and the insubstantial nature of the spell means you cannot be bound or held while it is in effect. Add as a special bonus the fact that you can hit creatures that are on the ethereal plane (or turn ethereal while on the prime) as a normal attack.

It's not quite *Duo-Dimension*, or *Shape Change*, but it is a great defensive spell that protects against physical attacks and regular weapons, with interesting mobility advantages and some assorted bennie's against normally difficult foes like undead and those who can turn ethereal.

And all for a 3rd level spell!

Polymorph Other

(Alteration) Level: 4, Range: 1/2"/level, Duration: Permanent, Area of Effect: One creature, Components: V, S, M, Casting Time: 4 segments, Saving Throw: Neg.

Explanation/Description: The creature polymorphed must make a "system shock" (cf. constitution) roll to see if it survives the change. If it is successful, it then acquires all of the form and abilities of the creature it has been polymorphed into. There is a base 100% chance that this change will also change its personality and mentality into that of the creature whose form it now possesses. For each 1 point of intelligence of the creature polymorphed, subtract 5% from the base chance. Additionally, for every hit die of difference between the original form and the form it is changed into by the spell, the polymorphed creature must adjust the base chance percentage by +/-5% per hit die below or above its own number (or level in the case of characters). The chance for assumption of the personality and mentality of the new form must be checked daily until the change takes place. ..The magic-user must use a dispel magic spell to change the polymorphed creature back to its original form, and this too requires a "system shock" saving throw.

Analysis

This spell is a whole lot of potential trouble. Take the case of the party MU casting this on the party fighter. Fighter is 7th level, and the magic user decides to transform him into a 12 HD monster. Base chance of the polymorph transforming the mentality of the fighter as well is 100%, then (12HD-7th level= 5 x5% = +25%, and say our fighter has an intelligence of 10, that's -50%, so a 75% chance of permanently transforming our fighter such that he loses his personality and becomes the monster). Then there's the system shock on transformation that might kill the poor sod, and the fact that a *Dispel Magic* and system shock will be needed to transform them back.

So powerful? Yes. Handy? You bet. Flexible? For sure? Dangerous ... most definitely. But as they say, no risk, no reward! Spells like this personify 1e for me, if you roll lucky you can hit far above your weight, if not ... well, too bad.

So it won't change YOUR shape, but you can certainly change the shape of others.

However, a recent thread on Dragonsfoot asked if it was possible to cast this spell on yourself. The DMG says nothing about this, nor does the spell specifically say anything either. So I think it's up to the individual DM. What would be the drawbacks of this? Well, first off, to remove the polymorph would require a *Dispel Magic* to be cast, so it would either require you to coordinate with another party member (and trust that their dispel will be enough to counter your magic), or polymorph into a form that can cast spells. Otherwise, the requirement of a system shock roll, and the chance of losing your mind, keep this from being too heavily abused. I actually like what this does, it makes polymorph self the "safe" version, and polymorph other the "risky" version, and since it is two spells rather than one (e.g., one could be the reverse of the other) it is not free. If you are willing to risk the chance of permanently losing your mind ...

Polymorph Self

(Alteration) Level: 4, Range: 0, Duration: 2 turns/level, Area of Effect: The magic-user, Components: V, Casting Time: 3 segments, Saving Throw: None

Explanation/Description: When this spell is cast, the magic-user is able to assume the form of any creature - from as small as a wren to as large as a hippopotomus - and its form of locomotion as well. The spell does not give the other abilities (attack, magic, etc.), nor does it run the risk of changing personality and mentality. No "system shock" check is required ... The spell caster can change his or her form as often as desired, the change requiring only 5 segments. Damage to the polymorphed form is computed as if it were inflicted upon the magic-user, but when the magic-user returns to his or her own form, from 1 to 12 (1d12) points of damage are restored.

Analysis:

This is a much more limited spell than *Polymorph Other* in terms of power, you get the form of the creature you polymorphed into, but not the associated powers. However, the range of sizes they give is a bit misleading. The spell description says you can change into something as big as a hippopotamus, but a hippo weighs from 1-1/2-3 tonnes, one tonne is 2,200 lbs, that's 3,300-6,600 lbs. The spell does not allow attack forms, but I would have a hard time refusing a magic user that transformed into a bull and charged someone. If you get the mass and the mobility ... However, BtB you don't get attack forms, just size and speed.

Still, the primary advantage of this spell is defensive, change into a fish and hit the water, change into a bird and fly away, due to the size restrictions I would allow a MU to change into a pegasus if desired, transform into any of the big cats, or something as small as an insect to hide. It's a shame the attack forms are denied, but the speed can be immensely useful. A cheetah or a horse form could get the magic user far fast.

The other useful application of this spell is instant transformation of your appearance. I don't think it could be used to imitate the exact appearance of a person, but you could change your appearance to avoid detection. From a subterfuge perspective this spell is fantastic. Shift into a dog and run the streets completely undetected, shift into a mouse to climb the tower unnoticed, and after you steal the gem, shift into a bird and fly away with it in your clutches.

Another thought, depending on whether your definition of "creature" includes plants or not, if so, the spell gains another interesting dimension. Plants tend to be static, but lying in wait as a plant would be an excellent disguise.

Depending on your individual campaign, a polymorphed magic user may or may not register under a *Detect Magic* spell. If not, it becomes even more useful for deception. It is also important to remember morale when using these sorts of spells, even if the polymorphed form has no attacks, polymorphing into an ogre or a giant lizard should have morale implications for a lot of 1 HD or less creatures.

Finally, there is the healing aspect of the spell. It is listed as healing 1d12 hp damage when the magic-user returns to his "own form", but that is ambiguous between two cases, the MU getting healed every time he switches back to his own form (which he can switch to and from during the spell), or just when he transforms back at the end of the spell. If it is the former, it is more powerful, so the individual DM will have to consider the spell level and the implications of the more generous interpretation for their game. Another thread on Dragonsfoot brought this interpretation to my attention.

Tenser'sTransformation

(Alteration-Evocation) Level: 6, Range: 0, Duration: I round/level, Area of Effect: Personal, Components: V,S,M, Casting Time: 6 segments, Saving Throw: None

Explanation/Description: ... The size and strength of the magic-user increase to heroic proportions, so he or she becomes a formidable fighting machine, for the spell

causes the caster to become a berserk fighter! The magic-user's hit points double, and all damage he or she sustains comes first from the magical points gained; so if damage does not exceed original hit points, none is actually taken, but if damage beyond the additional amount is sustained, each point counts as 2 (double damage). The armor class of the magic-user is a full 4 factors better than that he or she possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), all attacks are at a level equal to those of a fighter of the same level as the magic-user (i.e., the spell caster uses the combat table normally restricted to fighters), and although he or she can employ a dagger only in attacking, damage inflicted by the weapon is at +2 additional hit points, and 2 such attacks per round are mode by the magic-user. However, it is worth noting that this spell must run its full course, and the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the Transformation duration expires. The material component for casting this dweomer is a **Potion of Heroism** (or **Super-Heroism**) which the magic-user must consume during the course of uttering the spell.

Analysis:

I have mixed feelings about this spell. On one level, it meets the "rule of cool" requirement, transforming a meek, retiring MU into a mighty warrior. It gives out extra HP, something every MU needs (though temporary), it allows you to attack as a fighter of equivalent level with a 4 point AC improvement, it gives you +2 to damage, and two attacks per round.

That's all pretty awesome.

But sometimes it's all about the fine print.

Problem 1:

" ... if damage beyond the additional amount is sustained, each point counts as 2 (double damage)." This is a big problem, as the MU's HP are pretty low to begin with. Take a 12th level MU, assuming no constitution bonus she would have an average of 30 hp, doubled to 60. But if she took more than 30 hp damage while transformed, all further damage is doubled. As the MU transformed would be wading into combat, the odds of taking 30 hp damage are actually pretty good, so I consider this to be a major drawback.

Problem 2:

" ... he or she can employ a dagger only in attacking"

Whaaaattt? First off, magic users can use daggers, darts and staves. Why couldn't the MU use a staff for this spell. 1d6+2 hp damage isn't much, but it's a hell of a lot better than 1d4! And if the MU is transformed into a fighter, why not extend the benefit so they could use another weapon? There is something particularly absurd about a spell that transforms you into a physically intimidating creature that attacks you with his mighty ... dagger!

Problem 3:

" ... the magic-user will continue attacking until all opponents are slain, he or she is killed, the magic is dispelled, or the Transformation duration expires."

Whaaatttt? So not only does this spell force you into combat with a dagger, but it won't let you stop until everyone is dead, you are dead, the spell is abjured or it's duration ends.

Problem 4:

" ... The material component for casting this dweomer is a **Potion of Heroism** (or **Super-Heroism**)."

Whaatttt?

"OK, Grimdog the Gruesome, care to give up that **Potion of Super-Heroism** to your mate Bilfo the Bodacious, wizard of note, so he can use it to get 2 attacks per round with his dagger for a turn or so? Ahh, I see ... "

What fighter type would willingly allow a magic-user to take one of the most powerful potions in the game for fighters? And just to add insult to injury, it doesn't list different effects for the **Potion of Heroism** and the **Potion of Super-Heroism**. That seems a bit cheap.

So is this a personal *Shape Change* spell, yes? But for my money, I would go with a 1st level *Enlarge* spell to enhance my strength and size before I would go with this. Sure, the AC bonus is nice, but even with doubled HP a MU doesn't belong in melee combat, even with a Jim-dandy dagger.

And last but not least ...

Duo-Dimension

(Alteration) Level: 7, Range: 0, Duration: 3 rounds + 1 round/level, Area of Effect: Personal, Components: V, S, M, Casting Time: 7segments, Saving Throw: None

Explanation/Description: A *Duo-Dimension* spell causes the caster to have only two dimensions, height and width but no depth. He or she is thus invisible when a sideways turn is made, and this invisibility can only be detected by means of a true seeing spell or similar means. In addition, the duo-dimensional magic-user can pass through the

thinnest of spaces as long as they have the proper height according to his or her actual length - going through the space between a door and its frame is a simple matter.

The magic-user can perform all actions on a normal basis. He or she can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following round. Note that when turned the magic-user cannot be affected by any form of attack, but when visible he or she is subject to triple the amount of damage normal for an attack form, i.e. a dagger thrust would inflict 3d4 hit points of damage if it struck a duo-dimensional magic-user. Furthermore, the magic-user has a portion of his or her existence on the Astral Plane when the spell is in effect, and he or she is subject to possible notice from creatures thereupon. If noticed, it is 25% probable that the magic-user will be entirely brought to the Astral Plane by attack from the astral creature. The material components of this spell are a thin, flat ivory likeness of the spell caster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 5,000 to 10,000 g.p.) and a strip of parchment. As the spell is uttered, the parchment is given a half twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

Analysis:

Another spell that I have mixed feelings about.

On the "pro" side, there are a few advantages, slipping through door cracks, invisibility that cannot be detected by normal means, something pretty awesome as invisibility gets nerfed at higher levels. He also gets to attack, turn to be invisible, cast a spell, etc. Decent duration too.

However ...

- A 5,000-10,000 gp likeness of the MU that's consumed with each casting. That's expensive.
- " ... the duo-dimensional magic-user can pass through the thinnest of spaces as long as they have the proper height according to his or her actual length." Ironically, the 3rd level illusionist spell *Wraithform* outperforms this spell in this regard, having no "height" requirement.
- " ... when visible he or she is subject to triple the amount of damage normal for an attack form". This is a particular concern. Given the spell description it would appear that the only time this would apply would be when the MU, under the power of a duo-dimension spell, decides to cast another spell. This is particularly vexing, as the MU has to deal with both spell interruption and the threat of enhanced damage.
- Finally, this spell provides no protection whatsoever against AoE spells, and unless I'm missing something, doesn't even allow flight.

All of this for a 7th level spell seems like weak sauce to me. Handy, sure, but worth the crazy material component cost, a 7th level slot, and the risk of taking enhanced damage and being stuck in a door frame crack? No thanks.

For my money, an enlarge spell or an *Alter Self* spell punch above their weight, and due to their lower level are accessible to a lot more PCs. Having said that, a 1st level caster who finds a shape change spell on a scroll and can "know" it could take their chances and you never know ...

Kold-Robi's Miraculous Sword/Bow

Elves created this weapon in past millennia, although they credit the human lord and arch-mage who designed the first one. Appearing to be a sword, when gripped and a command word is spoken, the blade slides through the pommel until equal parts extend on both sides, then it shimmers into a bow complete with string. This transformation takes 1 round to complete, and the process reverses when the command word is spoken again. This weapon is usable by any class, although to use it effectively the character must have proficiency in both sword and bow. Different versions of this weapon have been found, with varying pluses to-hit and damage.

d100	Hit/Damage
01-50	+1
51-80	+2
81-95	+3
96-99	+4
00	+5

Long swords comprise 75% of the weapons found, and these transform into a long bow. The remainder are short swords that transform into short bows.

GP value 4,000/plus; XP value 700/plus

by Bryan Fazekas

BrewMaster:
For Crits and Giggles

by Timothy Connolly

This installment takes a look at some available critical hit/fumble options

Does it get any better than the rolling of a natural 20 (or a natural 1)? Nope. And these days, with so many critical hit/fumble resources at our disposal, there's never been a better time to enjoy this aspect of our favorite hobby. Gone are the days of a natural 20 simply being double damage, and a natural 1 simply being the dropping of a weapon, that's for sure.

But, which resource to use? That's the question. Here's a peek at four of the more intriguing resources.

Paizo Publishing gave us the *GameMastery Critical Hit / Critical Fumble Decks*, a deck of 52 cards. These are great fun! Created with 3.5 D&D in mind, savvy AD&D referees will have zero difficulty adapting the critical hit/fumble results on-the-fly. Another bonus is that pulling from a deck of cards often consumes less time than referring to a chart. Each card attempts to cover all bases, with results appearing in four different categories (Bludgeoning / Piercing / Slashing / Magic). The artwork is easy on the eyes, and it's apparent that plenty of time/effort went into the production of these decks. One result reads: "Punctured Lung. Double damage and target begins to bleed 3 rounds later. DC 20 Fort save each round to end effect". Egad!

Iron Crown Enterprises gave us *Rolemaster*, and some of the wildest critical hit/fumble charts ever seen. Need critical hit charts for acid strikes? Brawling? Cold strikes? Disintegration? Punctures? Pummeling? You'll find those, and a whole lot more too. Seeing as the results are intended for use with the *Rolemaster* system, adapting results on-the-fly for AD&D gameplay presents its share of challenges. One result reads "Blow to back smashes muscle and breaks bone. +20 hits. Foe is at -50. Foe is knocked down and stunned for 6 rounds." As referee, I'd translate that to mean 20 points of damage, in addition to the player's roll for double damage. I'd also translate the -50 to mean that we'll be subtracting 50 from the foe's next critical hit score against the PC; a sad state of affairs for the foe, seeing as the percentile roll is a big part of determining the critical results on the *Rolemaster* charts. I sure wouldn't want to be the foe in such a situation!

Carl Parlagreco gave us his explosive "Good Hits And Bad Misses" article, published in Dragon magazine in 1980. Many AD&D referees still use the Parlagreco method today, and we used it here on Long Island as recently as Spring 2013. The article is thorough while being succinct. Critical tables are provided for edged weapons, blunt weapons, and missile/thrusting weapons. There's also a chart for critical hits versus animals. And, of course, there is his infamous chart for critical fumbles, which includes the following hilarious entry: "Helm slips, roll dexterity to fix, no attacks until fixed". This article also provides referees with helpful guidance, for situations in which limb removal is involved. Names of the characters which are presented in the examples are also priceless. Got room for Ferdinand Orc-Punter and Sampson Numbfingers in your next adventure? NPC's with names like that can only mean one thing … Fun!

And lastly, we arrive at my favorite of the bunch: *The Critonomicon*. Written by Tony Hellmann and published by *Technomancer Press* in 2006, this tome has become somewhat of a "holy grail" amongst AD&D referees. Inside its covers, there are critical charts of all shapes, sizes, and speeds. If it's just a quick d6 chart that is needed, or a quick d20 chart, you'll find them here. You can increase the danger with the dramatic critical hits chart (including "Falls onto own weapon, which snaps off in wound"). You can ignite a laff riot with the comedic fumbles chart (including "Tosses weapon straight up, catches the business end"). You'll even see charts for critical hits against mounted opponents (including "Bridle severed", "Knocked from mount", and the insanely awesome "Mount falls, breaks leg"). We've only just scratched the surface here. The *Critonomicon* is large (clocking in at nearly a hundred pages). Finding it won't be easy. Enjoy the hunt! And remember, it's not the destination, it's the journey!

Got questions about critical hits/fumbles? Let us know! Got ideas for critical hits/fumbles that you'd like to share with us? Let us know! We'd love to hear from you.

Thanks for reading! Let the good times roll!

Domiciles & Emporia: Hawnchaun the Herbalist

by Bryan Fazekas

Need herbs, or information about herbs?
Hawnchaun the Herbalist is the expert to go to!

Owner

Hawnchaun (both syllables of his name rhyme with "lawn") is a master herbalist. He is small, bronze skinned, and wiry. His furtive nature coupled with his dark, scanning eyes initially puts people on their guard – but his constant smile and completely friendly nature changes that, putting people at ease, and his prices are *always* fair.

It is difficult for even a trained observer to estimate Hawnchaun's age. He appears fit and healthy and has deep laugh lines that come with age, although his complexion seems youthful. He might be any age between 30 and 60, and he misdirects all questions regarding his age.

He guarantees quality, although if someone cheats him, he refuses to do business with them again. He is known throughout the realms as THE man to go to about herbs. He has forgotten more about herbs than any other three men (or women) know. In addition to the sales of herbs, he is a sage with the highest understanding of all known herbs within 1,000 miles, and knows more about obscure herbs than anyone in the realms. It is not unusual for him to entertain visitors asking his advice (for a fee).

Hours of Operation

The shop is open during non-holy (or unholy) days from noon to sun down. He cheerfully tells everyone who asks that a man of his age needs his beauty sleep and so he rarely rises before noon, and for the same reason retires at sun down.

Interior Description

His shop fills the front half of the single story stone building, which is thirty feet wide and fifty feet deep. The front area is filled with sturdy shelves which reach up to the 12' ceiling, stacked with all types of containers of herbs in neatly labeled containers. Tall, narrow windows with locking shutters illuminate the shop during business hours; closed shutters signal the shop is closed. Oddly, the back half of the building has no windows.

He does not carry poisons, per se, but some herbs might not be safe to use in quantity. The more obscure ones are apparently in the back room, which he rarely lets customers enter. If asked why, he relates that there are some dangerous things in there and he won't chance losing a good customer.

Butted again the back of the building is a large greenhouse, thirty feet wide (same as the building) and more than a hundred feet long. The greenhouse is a marvel – the eight foot tall structure is a wooden framework covered with a clear materials. Hawnchaun will cheerfully relate that the material is actually an oiled cloth that was rendered clear and waterproof by a wizard.

Price and Quality Range

Prices are excellent as is the quality of his wares.

Occupants

Hawnchaun is typically in the shop during business hours, and he has 1d6+1 apprentices in attendance at all times. They are fairly knowledgeable but will always ask his opinion on anything they are not absolutely positive.

It is suspected by some that his genial nature does not always extend to his apprentices, especially when they make a mistake. He has never been seen mistreating an apprentice, but their caution around him has been noted.

NPC Encounters

There will generally be 1d12 customers present, and these may literally be anything from sages to mages to cooks for nobles and greater merchants. All the great houses purchase from Hawnchaun. Some note that his shop is a great place to hear of what is happening in the city.

What Customers Do Not See

Hawnchaun is a wererat. Currently in his seventies, he has been a wererat for more than sixty years, and has been in this location for more than thirty. He VERY carefully cultivates his image as a slightly eccentric herbalist, and actually makes a very good living at it. He could live quite well on the proceeds of his day job.

His statistics are not normal for a wererat. His long tenure and skills have made him far more powerful than typical: AC -1; Mv 120'; HD 6+2; # Att 1; D/A 1d8+2 or 1d4 (bite); SA Surprise on 1-4; SD hit only by silver or +1 weapons; Int Exceptional; Align LE; Size M. Str 10; Int 14; Wis 16; Dex 18; Con 16; Cha 17; hp 65. He is a 13th level thief, which grants him all abilities of that class and level:

Ability	Value
Back Stab	5x
Pick Pockets	105%
Open Locks	82%
Find/Remove Traps	80%
Move Silently	99%
Hide in Shadows	85%
Hear Noise	40%
Climb Walls	99.3%
Read Languages	65%

In human form he attacks as a 13th level thief, and when in wererat form he attacks as a 6+2 HD monster. Note that he can use his thief abilities in wererat form and his hp are the same if any form.

Hawnchaun wears **Bracers of Defense AC 2** and a **Ring of Protection +3** at all times, granting him a much superior armor class. His favored weapon is a **Short Sword +2, +4 vs. Lycanthropes**. On a natural 20 this thief's weapon hits like the bearer's backstab, e.g., in his case for 5x weapon damage. Note that this wererat uses his weapon to keep his wererat underlings in line, but he lives in secret terror that he will fumble with it. He also carries a **Dagger +2**, a **Potion of Extra Healing**, and a **Potion of Invisibility**, and may carry other miscellaneous magic items as the DM sees fit.

At any time there are 3d4 "apprentices" nearby. These are all wererats and are a fighter or thief of levels 1d6+1. All apprentices who achieve level 8, regardless of class, manage to get themselves killed. Maybe it is a matter of over-confidence ...

Unknown to his pack Hawnchaun is also the power-behind-the-scenes for the local thieves guild. He runs everything by remote control and rules with an iron fist. The guild master is actually a puppet, subservient to Hawnchaun, and while the guild master knows who he is no one else does. The wererats believe he has connections to the guild, but do not understand the true power

Using Hawnchaun in the Campaign

First and foremost, Hawnchaun is an extremely knowledgeable herbalist and his reputation is well deserved. PCs may consult him in this capacity, or may be hired by him to perform tasks related to his business. This might include finding or retrieving herbs from remote locations, guarding a caravan, etc.

His shop is a place of gossip, and his apprentices are trained to collect information, some of which is passed onto the thieves guild as targets.

As the head of a pack of wererats, which gives the DM a tremendous number of opportunities. Using intermediaries, Hawnchaun may hire the party to eliminate rivals, or eliminate one of his apprentices that has grown too strong or may be conspiring against him. Note that his shop has a hidden cellar that has secret doors leading into the many underground areas of the city. His people generally come and go unseen.

The herbalist keeps a low profile and requires his wererats do the same. He teaches them stealth, but it may be known that wererats live in the city, so the government or private parties may hire the PCs to hunt down wererats. One or more of his apprentices may hire the party to destroy Hawnchaun, or he may use the PCs to destroy rivals, including encroaching wererat bands.

Given that he is the power behind the thieves guild, any offensive actions the party takes against the guild might trigger a reaction from Hawnchaun. He rarely strikes directly, although when he does it is with overwhelming numbers and no bodies are found. He is more likely to use intermediaries to hire mercenaries.

Alternately, if his guild master proves unreliable, or if any of the underling thieves do, it's possible that – again using intermediaries – the herbalist will hire the party to handle the matter.

Think of Hawnchaun as an invisible spider in a web that is mostly invisible. He has fingers in other activities, both legitimate and illegal, so the party may work for him in other capacities OR run afoul of his machinations. Or maybe both.

Mini-Adventure:
Ice Tombs of the Frost Jotuns

by Andrew Hamilton

Note 1 – This "sub-level" was designed as a lost level or section of Gary Gygax's classic G2, The Glacial Rift of the Frost Giant Jarl. *Using the ice filled and trapped collapsed corridor (described as location #4A, on the Lower Level of that module) as a "stepping off" point, the sub-level was initially a means of using the Ancestor Bones (a new monster). Of course, PCs might well benefit from another 20 to 30 K experience points before heading into the meat-grinder of G3.*

Note 2 – These days I'm using giant sized weapons to determine damage, along with the damage bonus from giant strength. This was described in the "Giant-sized Weapons" article by Stephen Martin in Dragon Magazine *issue #109. If you're not familiar with it, it's worth reading.*

Note 3 – Almost all of the treasure (except for the narwhal, mammoth and walrus tusks) was randomly determined by the programs available at the incredibly useful http://donjon.bin.sh website. I was amazed that some of what was randomly generated seemed to fit the adventure perfectly. I don't know the identity of the person who developed and maintains donjon, but I think they are a pretty darned good person!

The Ice Tombs were the sacred burial ground of frost giant shamans, rune smiths, and great war leaders. The tombs fell into disuse three centuries ago when the Frost Giant clan was decimated in a conflict with dwarves and human wizards. A tunnel collapsed, making access difficult, and there were no surviving shamans or rune-smiths to honor the dead, so the tombs were abandoned and then forgotten.

The ice tombs have a low ceiling by giant standards, only 15' high. The ceilings are unstable and the use of explosive magic or intense heat (like *Fireballs*, *Wall of Fire*, *Flame Strike*, etc.) will cause a cave-in covering an area 2d4 x 5' radius around the centre of heat source; and will cause 4d6 hp damage to any creature in the area.

Note: The moment the doors in the Entry Hall are touched, the lich in area #15 will be aware, and it will scry the intruders (using the magical ice shard). The lich will have time to prepare a defence, and will know the strengths and weaknesses of the party, and use that knowledge to the best of its abilities.

#1 The Entry Hall

This an empty hall has two huge doors (each 15' high by 5' wide by 3' thick) carved from stone and sealed with a layer of ice. In addition to being very difficult to open (requiring chiseling the ice, and a combined Strength of 60, or the equivalent of 2 frost giants in mass & strength), the massive doors are warded with a series of glyphs of warding (negative energy, fire, and lightning). The first time the door is touched, the first glyph is set off; the second time the doors are touched the second glyph is set off, etc. Tampering with a glyph (using *Erase*, *Dispel Magic*, etc.) sets off the next glyph in the sequence. The glyphs affect a 225 square foot area (semi-circle with a 12' radius) in front of the doors.

negative energy – a blast of negative energy forces a saving throw vs. Death Magic or each creature in the AoE loses 1 life level

fire - a blast of fire causes 18 hp damage (save for 1/2 damage). Note that this explosion is not forceful enough that the ceiling will collapse.

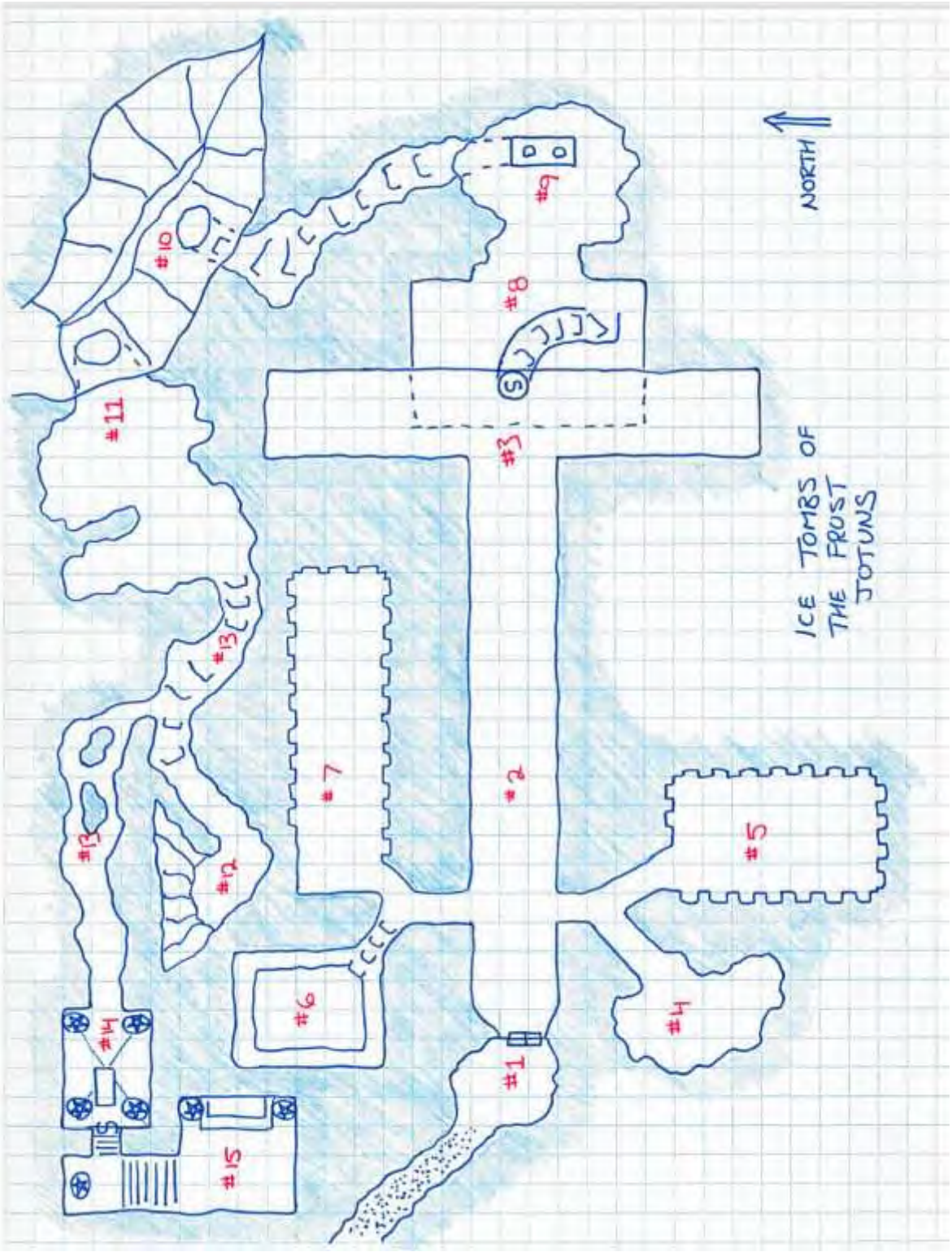
lightning – an electrical shock causing 18 hp of damage.

#2 The Hall of Ancestors

This long hall was a place for frost giants to pray, speak to shamans and ancestors, have a wake or speak out the dead. Spaced at 20' intervals are various runes, sigils and markings carved into the walls (each of these 20 wall decorations is a clan or family, and represents a family shrine). Items have been placed on the ground in front of each set of carved sigils.

These 20 piles of items including things like walrus skulls, polar bear skulls, giant sized weapons, helms, shields, boots, and simple funeral goods. Five of the piles have (randomly determined) have a minor treasure:

- Ivory walrus tusks (4 @ 500 gpv each)
- Jade brooch wrapped in a tattered cloth (1,400 gpv)



- Snow-stone (white jade) pendant tucked in a helmet (1,300 gpv)
- Gem set in a pommel of a sword (1,000 gpv gem)
- Onyx polar bear statuette (1,000 gpv)

#3 The Hall of Memories

Similar to the Hall of Ancestors, the memorials here are more personal, and many battle trophies are hung on the walls here. From north to south, on the east side are 17 trophies:

- seven dwarf helmets skewered on a spear

- white dragon skull (**trap** - a spear trap is set behind the skull, and if moved the spear strikes as a 14+ HD creature for 2d8 hp damage)
- polar bear skull (huge!)
- broken lance & full plate armor
- a massive bronze shield (titan sized) & bronze helmet (these conceal the secret entrance)
- plate barding (for a large warhorse)
- a great helm (human sized) crushed flat
- fire giant helm, with a big dent on the top
- orca skull (**trap** - if touched the skull lurches forward and the jaws snap shut, striking as a 9+ HD creature for 2d10 hp damage)
- figure head (of a dragon), taken from a Northman long boat
- 3 flags & war banners (from a southern nation)
- remorhaz fangs
- shattered shield
- elf sized leather armor (magical, elf sized **leather armor +1**) with a broken longsword & wooden stick (**wand of magic missiles**, 89 charges)
- 4 narwhal tusks (looking like unicorn horns) 1,000 gpv each
- chain mail (human sized), with a massive rent in left shoulder down to the breast bone

From north to south, on the west wall are 14 trophies:

- crossed mammoth tusks (1,500 gpv each)
- massive shield (rival frost giant)
- cloud giant helmet
- necklace of 100 hydra fangs
- ballista
- talons (from a giant eagle)
- broken axe (frost giant sized) (**trap** – a glyph of warding is on the back of the axe, if touched everyone in a 10' radius is blasted with a wave of cold for 14 hp damage)
- broken sword (fire giant sized)
- massive iron ring (pull ring from a fortress gate) (**trap** – if pulled, the wall collapses outward, everyone in a 15' radius takes 4d6 hp of damage, save vs. wands for 1/2 damage)
- elven chain mail (**magical, +2**)
- crossed swords (magical, Cursed Broadsword -2, and a Broadsword +2, Giant Slayer)
- battered full plate armor (beyond salvage)
- studded leather armor (magical **Studded Leather Armor +2**) & kite shield (magical **Large Shield +1**)

#4 The Dressing Chamber

This is the chamber where the shamans donned their regalia before services. This includes massive helmets with huge horns (with 2' long horns, and clearly not meant to be worn in a fight) and polar bear skin cloaks (which have not fared well being left uncared for). There are four sets of regalia.

#5 The Shamans Crypts

There are burial niches carved into the walls here. A few of the niches are empty (7), but most (13) hold a body "standing" upright and sealed in solid ice. These bodies (the shamans appear) to be intact, and have been buried clothed and in full regalia (which, with the exception of the helmets described in area #4, above, is battle garb). There is no visual evidence of treasure. Attempts to chip away the ice, melt it, etc. will trigger glyphs of warding (18 hp of electrical damage to a 12' radius semi-circle in front of the burial niche). Persistent adventurers will find that there is no treasure buried with the shamans.

DM's Option – Perhaps these shamans are not dead, instead sleeping a mystic slumber, bestowed by Thyrm, waiting to rise and bring winter to the world. In this case, one or two of the shamans might "thaw" and reawake if other defences are triggered.

#6 The Rune Smiths Crypts

The Rune Smiths did not follow the practice of having their remains interred in ice; instead they subjected the mortal remains to a ritual that left behind only bones; bones that were marked with runes of power. These bones are piled on a ledge that runs around the room, 7 piles in all, with the skull on top of the pile. Four of the rune smiths had the power in life to ensure that their remains were empowered to guard this place. There is no treasure in this place.

Ancestor Bones (x 4) (AC 3, MV 12", HD 10, Hp 55 each, Atts 1, Dmg 4d6 + cold, SA radiate cold, cone of cold (1/day, 10d4+10 hp), SD 1/2 damage from bladed & piercing weapons, immune to cold, sleep, charm, hold, poison, turning, and fear, MR +2 to all saves vs. magic, Int Non, AL N(E), Size L, XPV 4,370 each)

#7 The Warriors Crypts

These crypts are decorated with a mosaic (tiles and rocks pressed into the ice walls) of frost giant warriors and winter wolves overcoming foes of all types. Between the mosaics, niches were carved into the ice, and then sealed with water which froze into a solid block of ice. 14 of the 22 niches have bodies in them

If any of the burial alcoves are molested (ice is chipped, melted, etc.) four frost giants and four winter wolves emerge from the mosaic to defend the resting place of the dead. The giants immediately move to melee anyone in range, while the winter wolves first use their breath weapons (which the giants are immune to), and then the wolves attack lightly armored PCs.

Frost Giant Berserkers (x 4) (AC 4, MV 12", HD 10+1d4, Hp 58 each, Atts 2*, Dmg 4d6, SA hurl rocks (2d10 dmg), SD immune to cold, immune to fear, MR standard, Int Low, AL CE , Size L, XPV 3,512 each)

** as berserkers these frost giants attack twice a round, and are completely fearless*

Winter Wolves (x 4) (AC 5, MV 18", HD 6, Hp 30 each, Atts 1, Dmg 2d4, SA breath weapon (1" frost for 6d4 damage, 1 per 10 melee rounds), SD immune to cold, SW vulnerable to fire, MR standard, Int Animal, AL N, Size L, XPV 530)

Note – up to three sets of frost giants & winter wolves will be animated if the burial niches are tampered with multiple times. On the 4th attempt to tamper with the niches, no defences will be activated.

If all 14 of the "occupied" burial niches are opened (the DM will determine how long it takes to open a burial niche, this is a block of ice 7' wide, 15' high and 4' deep, and there is a 10% cumulative chance per niche to cause a ceiling collapse) the following will be found (going clockwise):

niche i Tucked into a belt pouch is a wrought silver and gold pendant (1000 gp)

niche iii worn on a cord around the neck is a wrought platinum ring (1600 gp)

niche vi Tucked in the warrior's broad leather belt, is a silver pendant set with gems (6000 gp)

niche ix Tucked under the cloak wrapped around the warrior is a silver crown set with gems (3,000 gp)

niche xii A silver tube (25 gpv) sealed with wax, containing a **Magic-User Scroll** (*Bigby's Clenched Fist*, *Glassteel*, *Monster Summoning VI*, *Otto's Irresistible Dance*, 2 x *Polymorph Any Object*)

niche xiv Worn on a raw hide cord around the giant's neck is a Platinum crown set with gems (2000 gpv)

#8 The Hidden Shrine

This hidden shrine is sacred to Thrym, the patron deity of the frost giants. If the shrine is touched, Thyrm is instantly aware, and extremely displeased.

The second time a non-frost giant touches the shrine, the entire area is filled with a howling cone of cold (at the 10th level of effect, causing 10d4+10 hp of damage). As the cold dissipates, the PCs find 4 frost giant were-polar bears (frost giant/polar bear hybrids, see new monsters below) standing amongst them (gaining surprise 4 in 6).

Bear-Bloods (x 4) (AC 1, MV 12", HD 12+8, Hp 68 each, Atts 3, Dmg 1d10+6/1d10+6/2d6, SA hug on paw hit 18+, SD +2 or better weapons to hit, immune to cold, poison fear and shapechanging magic, MR standard, Int Low, AL NE, Size L, XPV 7,438 each)

If the shrine is desecrated, Thrym takes immediate action. Anyone involved in the desecration is struck by a powerful curse (suffering -2 to hit, damage and all saving

throws, and suffers +2 hp/die of damage from cold attacks regardless of any magical protections!). If the victim makes a successful saving throw against Spells (at -4), the curse is reduced in effect to -1 to hit, damage and all saving throws, and +1 hp/die of cold damage. A curse laid by a divine entity cannot be broken by a simple *Remove Curse* spell. Intervention by another divine being will likely be required (DMs, have fun with this!). Furthermore, for the remainder of the time that PCs are in the Tombs, they suffer from the effects of a double strength *Prayer* spell, and any foes benefit from a double strength *Prayer* spell. One should be prepared to pay a steep price when looting a place sacred to a chaotic evil deity.

#9 The Offering Altar

Frost giants made offerings to their deity at this altar, and a mound of treasure that would make a dragon envious lies on the ground in front of the altar. If the treasure is touched, 6 huge polar bears (maximum hit points) magically emerge from the ice and attack.

Polar Bear (x 6) (AC 6, MV 12"//9", HD 8+8, Hp 72 each, Atts 3, Dmg 1d10/1d10/2d6, SA hug (3d8, on paw to hit 18+), SD fight 1d4+1 round after 0 hit points (to -12 hp total), MR standard, Int Animal, AL N, Size L, XPV 2,064)

The treasure consists of 39,195 gp, 100 gpv gem (x 5), 500 gpv gem (x 5), a gold crown set with a single large crystal (2,000 gpv), a gold crown set with gems (5,000 gpv), two gold pendants set with clusters of gems (6,000 gpv each), a platinum brooch set with gems (7,000 gpv), a platinum ring set with large diamonds (8,000 gpv), a silver statuette of a leaping stag (3,000 gpv), a silver necklace (1,000 gpv), a gold brazier (actually a **Brazier Of Commanding Fire Elementals**), and a gold ring (actually a **Ring Of Contrariness And Levitation**).

#10 The Chasm

This chasm descends 300' to an icy bottom, and the walls are slick and brittle (-35% chance to climb, and hammering in spikes is 66% like to cause sheets of ice to shear off and plummet to the bottom of the chasm, likely carrying the PCs with it). The chasm does not open to the surface.

Note – the entrance to #11 is visible if someone leans out and looks.

#11 The White Dracolich

This cave mouth leads from the chasm to an ice cave where an eons old white dracolich is magically constrained. It was bound here as a guardian, and prevents any from accessing the inner tomb. While not the sharpest tactical mind, the white dracolich does know how to use its spells, and could well be waiting inside the cave hanging upside down off the ceiling, invisibly protected by a shield and protection from good spell, ready to blast intruders with its breath weapon and then to drop onto the magic-users hoping to kill any spell-casting ability the party has.

White Dracolich (x 1) (AC -2, MV 12"/30", HD 7, Hp 70, Atts 6 (claw/claw/bite x 2), Dmg 1d4/1d4/2d8 (claw/claw/bite) (x 2) + 2d8 chilling damage per blow, SA fear, paralyzing touch (2d6 rounds duration) & gaze (4" range, creatures with >6 HD save at +3), breath weapon (3/day, cone of frost 7" long & 21/2" wide, 70 hp damage), spells, control undead (1 per 3 days, as potion of undead control instead of using spells), fear aura (10" radius, save at -4 vs. spells or 1 HD flee, <3 HD flee or are paralyzed with fear (50/50), >3 HD fight at -1, >6 HD ignore), SD detect invisible & hidden (10" radius), spell & attack form immunity (sleep, charm, cold, electricity, fear, hold, paralysis, poison, enfeeblement, polymorph, insanity, death spells or symbols), spells, +2 or better weapon to hit, MR save as 17th level Fighter, Int Low, AL CE, Size L (30' long), XPV 2,485)

Spells 4/2 (at 10th level): *Magic Missile, Protection From Good, Shield, Spider Climb*; *Flaming Sphere, Invisibility*

Note: uses Forgotten Realms 1E rules (for age category, hit points and double normal melee attacks) and the dracolich description by Ed Greenwood published in Dragon Magazine #110.

The dracolich has a massive treasure pile (although most of it is treasure cast aside by the frost giants because they placed little value on it). The pile includes 11,459 cp, 74,370 sp, a piece of amber (100 gpv), 3 tiny gems (10 gpv each), 5 small gems (50 gpv each), a wrought silver necklace (700 gpv), a wrought silver and gold bracelet (700 gpv), a wrought gold necklace (700 gpv), and a **Potion Of Super-Heroism**.

#12 The Ice Water Spring

A spring of pure water bubbles up here, it flows to a crack and then creates a massive ice sheet welding two glaciers together. The area is very slick (roll Dex or less on 1d20 each round or slip and slide into the crack, falling 20 to 80' (2d4x10) before getting wedged in

between the 2 glaciers and requiring assistance to extricate oneself.

#13 The Ice Passage

This passage twists & has many small cliffs (10" in height); the path is guarded by massive piercers made of living ice. The piercers are arranged so that they can attack 50 to 100% (d6+4 x 10%) of the party simultaneously.

Ice Piercers (x 8) (AC 3, MV 1", HD 5, Hp 30 each, Atts 1, Dmg 5d6, SA surprise 19 in 20, critical hit on 20, paralysis, SD immune to cold, invisible to infravision, MR standard, Int Non, AL N, XPV 475 each

These piercers look like massive icicles, and they are so cold that the creature they strike must save vs. paralysis or be paralyzed by the numbing cold. If paralyzed, the piercer feeds (causing an automatic 5d6 hp of damager per round). If they strike on a natural "20" they cause double damage (10d6).

#14 False Tomb and Trapped Treasure

This appears to be a tomb, with a large sarcophagus in the centre of the room, treasure piled at the base. Four menacing statues (of white dragons) are in the corners of the room. The treasure is copper (5,000 cp) and normal items (like swords, a steel rod, a few empty chests, etc.) with illusions cast upon them.

If the sarcophagus lid is moved, a pit opens, dropping 100' with the dragon statues and chunks of ice and stone tumbling in after the PCs for 10d6 falling damage and 10d6 debris damage (save vs. Death Magic for 1/2 debris damage).

Secret Door – the secret door in this room is hidden behind a layer of frost and ice, and warded with a glyph of warding (18 hp of fire damage) that affects everyone in a 12' radius semi-circle around the door.

#15) The Inner Tomb

Note – the occupant of this area cannot be seen from the entry.

In the back (south-east) section of this room, an ancient frost giant shaman lich sits upon a throne carved from the ice of the glacier. The throne is flanked by two statues of frost giant warriors, and a huge ice statue (idol) of Thrym at the entrance.

The lich, empowered by Thyrm, has been here for millennia, patiently guarding a magical axe. Alerted and aroused from a dormant state when the doors (at area #1 were opened), he has been magically scrying upon the adventurers (using a magical ice stalagmite, polished to a mirror finish, that stands 6' in front of the throne and works as a crystal ball, for frost giants only – anyone else looking into the stalagmite must save vs. spells of be subject to a *Charm Person* from Thrym!).

The lich stands up with the axe in hand and says "not for you", and the axes vanishes (teleporting away to "a new champion"). The lich then says "you have awoken my people, and the prophecy tells that it is time to bring the Endless Winter to the lands of man and dwarf. My duty is complete." He then attacks, and the statues animate to fight by his side.

Frost Giant Lich, 9th level shaman (Wisdom 18) (AC 0, MV 12", HD 10d8+9d4, Hp 109, Atts 1, Dmg 4d6 + 1d10 (supernatural cold) + paralysis, SA paralysis, fear, spells, SD hit by +1 or better weapon, spell immunity, spells, MR save as 14+ HD creature or 9th level cleric, whichever is better, Int Genius, AL CE, Size L, XPV 11,162)

Memorized spells (base + Wisdom 18) (4/4/3/2/1 + 2/2/1/1 = 6/6/4/2/1) *Command* (x 2), *Darkness*, *Protection From Good* (x 2), *Sanctuary*; *Aid* (x 2), *Hold Person*, *Resist Fire*, *Withdraw*, *Wyvern Watch*; *Dispel Magic*, *Flame Walk*, *Meld Into Stone*, *Prayer*; *Protection From Good 10' Radius*, *Spike Stones*; *Flame Strike*

Note (and shameless plug): for those DMs looking for a more unique spell selection, I'd recommend checking out the article on Frost Giant Shamans in issue #8 of & Magazine, available for free at http://and-mag.com

Two (2) ice statues (AC 3, MV 9", HD 10, Hp 44, Atts 1, Dmg 3d4, SA nil, SD weapons that strike the statue break 50% of the time (-10% per "+"), immune to sleep, charm, poison, cold, hold and illusions, MR all saving throws are at +4, Int non, AL N, Size L (10' tall), XPV 3,016 each) (these are essentially double sized and powered caryatid columns made of supernaturally hard & cold ice)

Statue of Thrym (1) (AC 0, MV 9", HD 16, Hp 128, Atts 1, Dmg 3d8+14 (massive ice axe), SA cold (radiates intense cold 1" radius 2d6 hp damage/round, SD immune to cold, sleep, charm, hold/paralysis, poison, death magic, illusions, MR 25%, Int Genius, AL CE, Size L, XPV 10,660)

If any non-frost giant is foolish enough to sit in the throne, they suffer 8d8 hp of damage and must save vs. Spells (at a -3 penalty!) or be turned to solid ice and explode into shards causing 6d6 hp damage to all within a 40' range (and the creature that sat upon the thrown obviously dies in the process). While Thrym may not personally appear, he will not idly tolerate mortals desecrating his sacred places.

The lich has a small treasure, kept in a casket carved from ice (which will melt if taken to warmer climates). The treasure includes 99 pp, a 1,000 gp emerald, a gold necklace set with sapphires (7,000 gpv), a jade pendant (carved in the shape of a tree, 1,900 gpv) and gold earrings (1,200 gpv) on the same silver chain (150 gpv) as the jade pendant. Wrapped in a large piece of cloth (a robe of useful items) is a bone tube with two pieces of parchment inside (a **Scroll Of Protection From Lycanthropes** and a **Magic-User Scroll** (*Extension I*, *Rary's Mnemonic Enhancer*).

Loose Ends

Have the PCs really initiated a chain of events that will culminate with perpetual winter blanketing the world? Do they care? Will someone make them care?

Now that Thyrm has noticed them, will he squish them?

Who has the axe, and what does it do?

If the PCs are suffering from Thrym's curse, how will they break it (and who will they owe a favor to afterwards)?

New Monsters

Jotun Rune Skeletons AKA Ancestor Bones

	Fire	**Frost**	**Mountain**
Frequency:		Very Rare	
No. Appearing:		1d4	
Armor Class:	3	3	0
Movement Rate:		12"	
% in Lair:		100%	
Treasure Type:		nil	
Hit Dice:	11	10	12
No. of Attacks:		1	
Damage:	5d6 + fire	4d6 + cold	4d10
Special Attacks:	fire aura, project fire	cold aura, cone of cold	stunning blow
Special Defences:	immune to fire	immune to cold	weapons break against bones
	1/2 damage from sharp weapons, spell & attack immunities		
Magic Resistance:	+2 to save vs. magic		
Alignment:	N(E)		
Intelligence:	Non		
Size:	L		
Level/XPV:	IX/5,500 + 16 xp/hp	VII/3,600 + 14 xp/hp	IX/6,350 + 16 xp/hp

Ages ago, the jotun rune casters of Jotunheim discovered powerful runes that allowed them to animate the bones of their ancestors as guardians. These runes are inscribed on the bones and empowered skeletons (known Ancestor Bones) are no simple undead entities or magical automaton. When the runes are activated, awakening the ancestor bones, the skeleton is empowered by the immortal spirit of the long dead jotun, and further empowered by the magic of the runes.

The ancestor bones are used as guardians, as they must be tied to a location as a guardian, and can only be activated when certain conditions are met. Typically these conditions include the presence of a human, dwarf or elf; a call for aid from a living jotun, breaking of a seal or barrier, etc.

Ancestor Bones are not subject to turning, nor are they affected by fear, poison, charm, sleep or hold spells. They also suffer 1/2 damage from bladed and piercing weapons. The magical runes that empower the Ancestor Bones provide magical protection to the creatures, and the Ancestor Bones save at +2 against all magical attacks.

Fire Giant Ancestor Bones

When at rest, these Ancestor Bones look slightly charred and covered with ash & soot. When activated by their runes, these entities are wreathed in flame. The intense flames cause 1d6 hp damage to all creatures within 1".

This damage is also added to melee attacks (which cause a base 5d6 hp damage + 1d6 fire damage for 6d6 hp damage). Once per day, these creatures can expel a burst of flame (a cylindrical blast 3" long and 1" diameter causing 44 hp of damage, save vs. Breath weapon for half damage). Their touch will ignite flammable materials. Fire Giant Ancestor Bones are immune to damage from fire and heat.

Frost Giant Ancestor Bones

Even when dormant, the Ancestor Bones of frost giants have a coating of hoar frost, and they radiate intense cold. When active, these Ancestor Bones radiate intense cold that numbs any within 1" radius, causing1d4+1 hp per round in damage, and forcing a save vs. Death Magic (failure indicates numbness so intense that a -2 penalty to hit and damage is suffered). These entities are immune to cold. Once a day they can expel a cone of cold (10d4+10 hp damage, save vs breath weapon).

Mountain Giant Ancestor Bones

The ancestral jotun bones (mountain giant) look like a normal skeleton with runes etched into the bone, although closer inspection will reveal that the bones have taken on a stony texture and weight. These entities are as hard as stone (AC 0), and weapons that strike these supernaturally hard bones may break (as per a caryatid column, 25% likely, less 5% per "+" of the weapon). If the "to hit" roll is 4 or more than to target, the blow stuns the victim for 1d3 rounds (lose initiative, and Dexterity bonuses, and attack & defend at -2).

Bear-Blood (Frost Giant Were-Bear)

Frequency:	Very Rare
No. Appearing:	1 to 4
Armor Class:	1
Movement Rate:	12"
% in Lair:	25%
Treasure Type:	G
Hit Dice:	12+8
No. of Attacks:	3
Damage:	1d10+6/1d10+6/2d6 (claw/claw/bite)
Special Attacks:	hug & automatic damage
Special Defences:	+2 or better weapon to hit, immune to cold, fear & poison, invisible to infravision
Magic Resistance:	Standard
Alignment:	Neutral Evil
Intelligence:	Low
Size:	L
Level/XPV:	IX/6,350 + 16 xp/hp

The Frost Jotun Bear-Blood Warriors are a giant-ish strain of lycanthrope, a shape-changing hybrid of frost giant and polar bear. The typical Bear-Blood fights naked or in very loose hides, in the event that they chose to take their hybrid or polar bear form (in which case they are either a 16' tall bipedal, white furred man-bear hybrid, or a massive polar bear 8' at the shoulder and 17' in length, massing well over 3,000 lbs). When in frost giant form, they fight with massive axes (2d8+12 damage) or clubs (2d6+12 damage), often fighting as if berserk (although gaining no bonuses to hit, damage or numbers of attacks).

In hybrid or bear form, they strike with 2 massive paws with heavy ice gripping claws, and bite with a massive jaw. If a paw strikes with an 18+, the target (if shorter than 12' in height) is drawn into a hug (for 4d6 damage). The creature in the hug is automatically crushed (4d6 points of damage) and bitten (2d6 points of damage) on subsequent rounds, and is unable to attack with any weapon larger than a dagger (suffering a -2 penalty to hit). Breaking free requires a successful bend bars/lift gates roll. Like the bears whose blood they share, Bear-Bloods fight on even after suffering mortal wounds. They remain active for 1d4+2 rounds after being reduced to 0 hp or less (although upon reach -16 hp they drop dead).

Bear-Bloods are immune to cold, fear, poison, and shape-changing magic. They are also nearly invisible to infravision (due to their thick hide and layer of blubber, although their breath may be a give-away), gaining surprise in darkness 5 in 6. They are clearly visible to normal vision in normal lighting conditions however.

The Bear-Blood are revered and feared by normal frost giants (and the Bear-Blood bully normal frost giants when they get the chance), and even the shamans treat the Bear-Bloods with respect. However, more than one Bear-Blood has picked a fight with a group of frost giant warriors and ended up on the losing side. Bear-Blood are elitists, and tend not to try and spread their "gift" (or curse), which is spread amongst frost and ice giants like normal lycanthropy is spread amongst humans.

No one is certain as to where this form of lycanthropy originated. There is speculation that it was a "gift" from Thrym, although Thyrm's shamans refute this. There is rumor has it that hill and mountain giants may be afflicted by a cave bear strain of lycanthropy, which suggests some other agency is involved.

Hex Crawls:
Liltwater Valley / South Slopes Region

by Andrew Hamilton

What is a "hex crawl"? It is a section of terrain, a hexogonal area 24 miles (38.6 km) across. Taken from the author's campaign world, each hex crawl is fleshed out to give a dungeon master a starting point. Climate, topography, flora, fauna, inhabitants, and features of interest are noted.

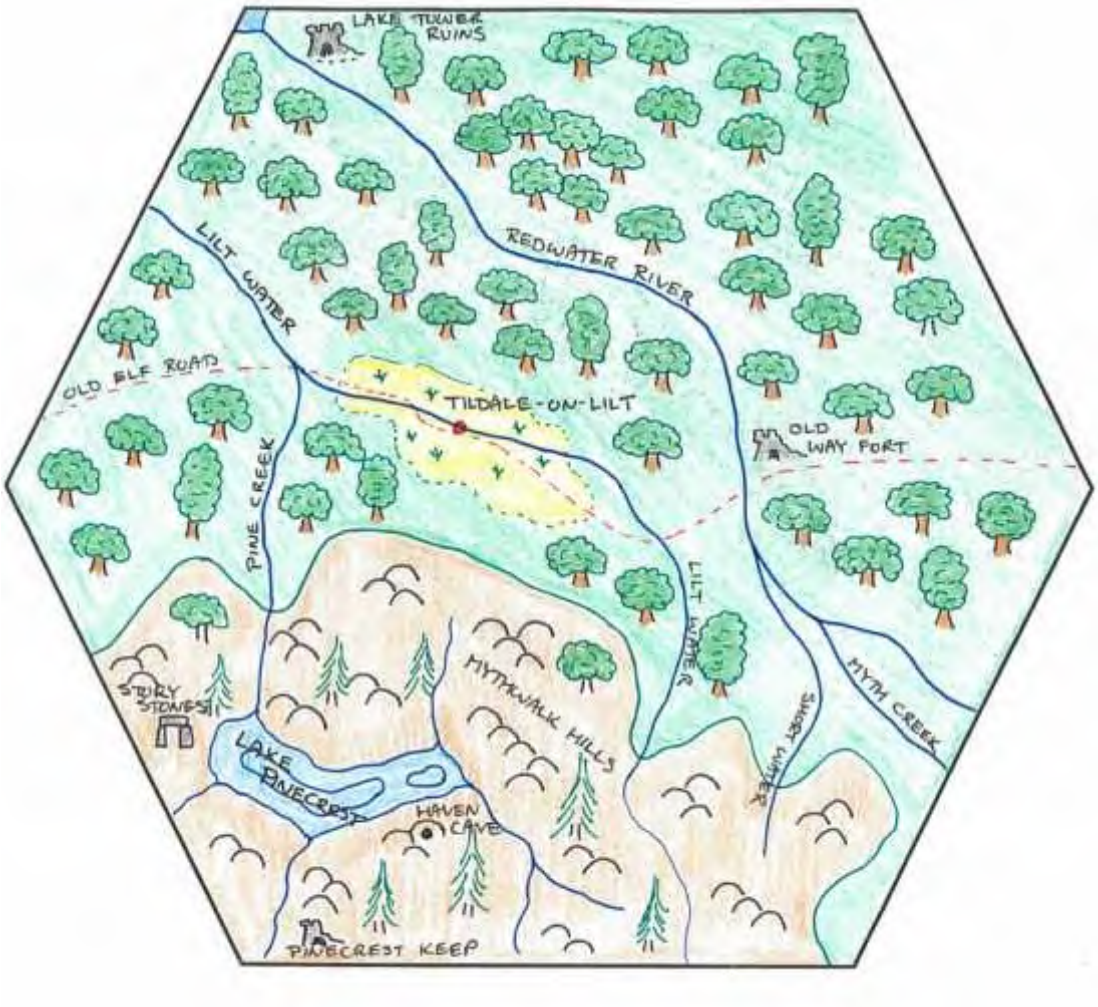
What isn't included? NPCs, monsters, encounters. Each hex has background fleshed out, giving the DM a place to start and (hopefully) some inspiration to produce scenarios that fit their world view far better than someone else's generic encounter.

scale: 24 mile hex

Liltwater Valley

Climate

A temperate region, with deep snows coming north off of the mountains and hill, as well as near constant rains in the early spring. The summer is warm, and the autumn dry and long. The northern forests are 2,700 feet above sea level (and the topography and altitude remains level across the north of the region in the Lakelands Valley), with a slight grade to the west. The Mythwalk Hills to the southern portion of the region are high and rugged, with some hill tops peaking at 4,100' asl.



Terrain/ Topography

The Liltwater Valley floor is relatively level plain, descending to the north-west to Lake Altus. The Mythwalk Hills (so named because creatures of legend, including the fae and the foul, are said to roam here) along the southern border of the region are high, rugged hills avoided by casual travelers.

Lake Pinecrest is named after the Pinecrest Hills, which are part of the Mythwalk Hills. It is a large, clear lake. Lake and rainbow trout are abundant, as are pike despite the fact the water is no more than 60' deep. Pine Creek drains Lake Pinecrest; the waters of Pine Creek join with the Lilt Water west of Tildale-on-Lilt. The Liltwater is about 40' wide and 6 to 10' deep. It slows sluggishly through the valley, but in the hills (where it is narrower) it flows swiftly.

Flora

Other than the cleared and tilled farmlands surrounding Tildale-on-Lilt, the northern portion of the Liltwater Valley is hardwood forest (oak, maple, aspen). Birch, willows and alder can be found along the banks of all the watercourses and water bodies. The rugged, rolling hills in the south are characterized by a transition zone with both the same hardwood forest blending with, and farther north becoming dominated by, pine and spruce forests.

Fauna

Deer are the most common large fauna in the region, although elk can be found in the hills and moose will forage and travel up and down the river valleys browsing in the riparian zones. A few wild boar can be found in the fringes, although the damage they can cause to farms means that the farmers treat them as pests and try to hunt them out. Predators such as wolves, bears (black and grizzly), and mountain lions can also be found in the hills or prowling through the forests hunting deer, rabbits, and other game (although they will take livestock if the opportunity presents itself).

Land Use

The Liltwater Valley is primarily wilderness, although the prosperity of Tildale-on-Lilt is resulting in a slow increase in the amount of cultivated land in the region.

Inhabitants

Other than the 450 human inhabitants of Tildale-on-Lilt, there are no permanent populations of humans, demi-humans or humanoids in the Liltwater Valley. However, travelers (human, dwarf and even elf) are not uncommon here as they travel west or east along the Old Elf Road. The Lawkeeper, the ruler of Tildale-on-Lilt, patrols the road regularly, seeking to drive off or kill law-breakers such as brigands that may choose to ply their trade here.

Communities and Economy

The town of Tildale-on-Lilt (population of about 450) is the only community in this region. Located between Eastbank (in the west) and both Raven's Hollow and Criskford (in the east), Tildale-on-Lilt and the Old Elf Road see a great deal of traffic.

Tildale-on-Lilt is an agricultural economy, with the main production being grains, root vegetables, and wool. The population is large and wealthy enough, particularly with the traffic passing through, that a greater number of craftsmen than would be expected are present in the village.

Features of Note

Tower Bay Ruins – also known as the Lake Ruins, this is an old manor house with a tall tower attached to the manor. The ruins are on a small cliff overlooking the bay where the Redwater River flows into Lake Altus. The ruins have been used as a campsite, have been explored by adventurers, and used by outlaws as a refuge. In the past monsters have been found here, and one reliable adventuring party reported cellars, submerged and flooded dungeons underneath the manor. These dungeons were inhabited by scaly "things" from the lake.

The Old Way Post – this ruined watch post was a small tower, barracks and stable. Before the Shattering the Way Post was a garrison and stop-over for patrols, merchants and travelers. Now it is used by bandits, brave travelers and the occasional gnoll hunting party. Legend (and the occasional ale-soaked story-teller) claims there are undiscovered dungeon levels below these ruins. As this seems to be one of the first ruins that every neophyte adventuring party explores, and none have found dungeons, there seems to be little truth to the rumor.

Pinecrest Keep – these ruins in the Mythwalk Hills were once a border fort that was abandoned shortly after the Shattering. Monsters from the hills seem to occupy and

abandon the ruins on a regular basis. Past occupants include gnolls, manticores, a band of wereboar bandits and even a group of dopplegangers that masqueraded as adventuring dwarves. Treasure has been claimed from the dungeons below the ruins, and adventurers claim that there are deeper, unexplored levels remaining to be found and looted.

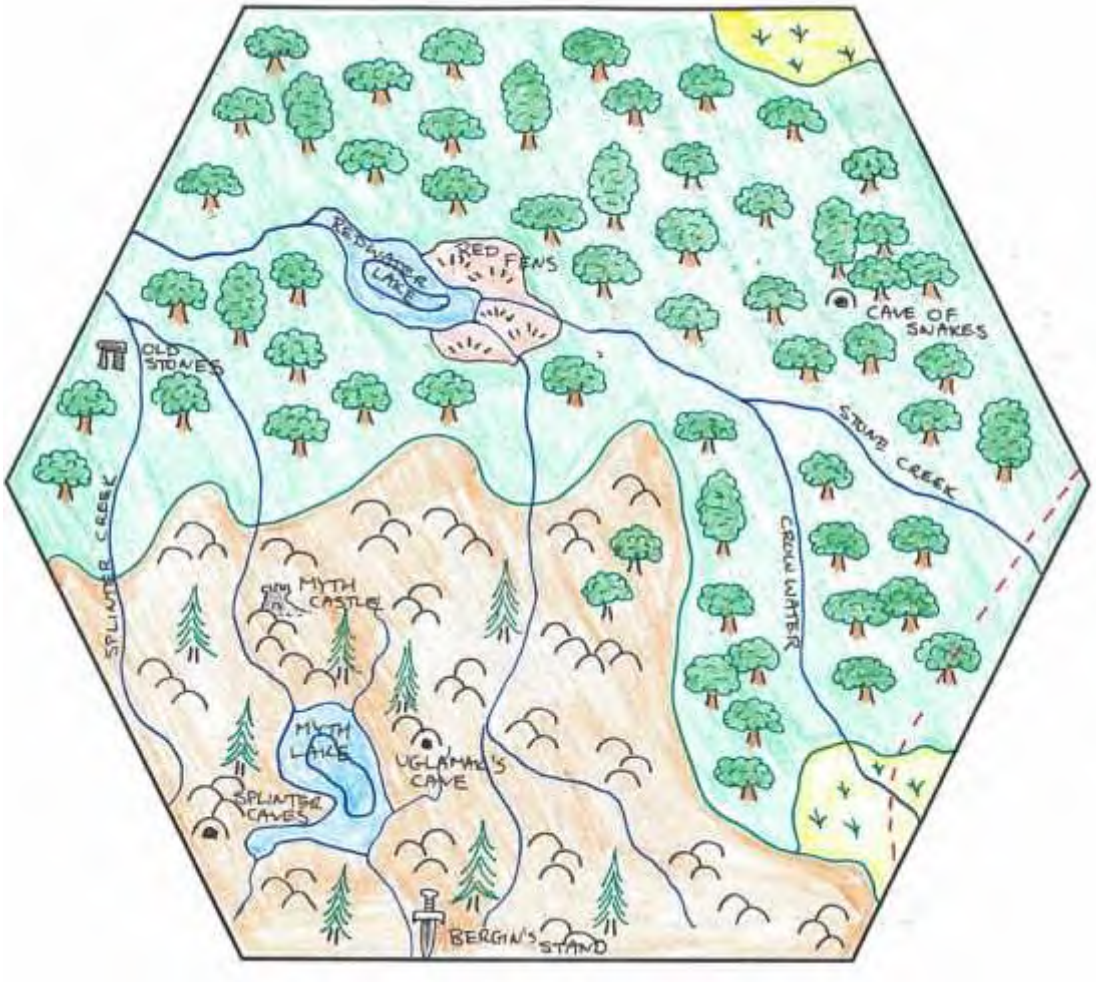
Haven Caves – these caves have been used by the residents of Tildale-on-Lilt as a hiding place, and they have taken refuge from raiding humanoids in these caves as recently as 2 decades ago. There are several small caches of tools and weapons hidden about the caves. There are rumors that in addition to being used as a refuge, the caves have been used for more sinister purposes by evil cults. The Lawkeeper in Tildale-on-Lilt has investigated these rumors and claims that the caves are unoccupied.

The Story Stones – this stone circle was raised by druids to act as a meeting place for druids, rangers and bards (who had an informal alliance in the days before the Shattering). However some long ago act of treachery, betrayal or other dark deed tainted this place and it is now haunted by a dead bard or some other entity with the power to overcome the will of men and twist nature to its will. The place is hated by the Lawkeeper of Tildale-on-Lilt, who has tried (unsuccessfully) to destroy the place.

South Slopes Region

Climate

The South Slopes region is temperate, with unusually deep snows in the winter (often 3 to 5' of snow will cover the land in deep winter, particularly south up in the hills). Spring and early summer see frequent and plentiful rain; late summer and autumn are dry and pleasant. The southern forests are 2,700 feet above sea level (and the topography and altitude remains level across the north of the region), with a slight grade to the west (the western boundary is 2,700' asl). The Mythwalk Hills rise to over 4,200' above sea level.



Terrain/ Topography

The South Slopes region is steep, rugged foothills in the south, transitioning to a relatively level plain in the north. There is a depression in the centre of the region; right where Redwater Lake and the Red Fens are located.

The Red Fens are a large marsh and swamp on the eastern shores of Redwater Lake. The Red Fens get their name from the red clays and mud found across the swamps. The clays give the water an reddish tinge, and coloration that extends into Redwater Lake and on into Redwater River.

Redwater Lake is a shallow lake, no more than 40' deep, and typically less than 30' deep. Its shores are choked with weeds and reeds, and red willows. The Crow Water (a small creek, 15' wide and only 5 to 8' deep) joins Stone Creek (30' wide and about 15' deep in the centre, but about 35' to 40' wide after joining with the Crow Water) before flowing into the Red Fens and Redwater Lake. The Redwater River is 25 to 35' wide and 8 to 12' deep (meaning less water comes out of the Red Fens and Redwater Lake, which has led some to ponder where exactly that water is flowing to…)

Myth Lake, high in the Mythwalk Hills is a deep, cold lake (with parts of the lake being at least 200' deep). Numerous small unnamed creeks (or at least, lacking commonly accepted names) into Myth Lake, which is drained by Myth Creek (a swift flowing creek about 10 to 15' wide and 5 to 8' deep; widening and deepening to 15 to 20' wide and 8' deep after joining with Splinter Creek). Splinter Creek, which flows under the entrance to Splinter Caves, is small, often less than 10' wide and 2' deep, but swift and clear water.

Flora

The northern portion of the South Slopes, the valley floor, is hardwood forests (oak, maple, aspen), with birch, willows and alder can be found along the banks of all the watercourses and water bodies. The high, rugged foothills in the south have similar hardwood forests at the lower elevations, but the higher elevations transition to coniferous forests, primarily unusually large and tall pine and fir trees, spaced widely enough that horses can be ridden through the forests without difficulty.

Fauna

Deer and elk are the most common large fauna in the region, with a few wild boar in the coulees and valleys of the hills, as well as in the forest valleys. Some wild bighorn sheep are found in the highest hills.

Predators are common, wolf packs, grizzly bears and mountain lions roam the hills. The wolves also come down into the forests where they compete with black bears and a small pride of lions. The forest canopy is generally thick enough to protect wildlife from aerial predators; however wyverns, giant eagles and even a few dragons have been seen aloft over the highest hills hunting elk and deer.

Land Use

The South Slopes region is wilderness; no roads or trails traverse it. Not even shepherds or woodcutters ply their trade here. Only the hardiest (or most reckless) of hunters come here, along with a few druids and members of the Trail Wardens.

Inhabitants

There are no human or demi-human occupants in this region, with the exception of the occasional druid that will seek out a quiet place to live for a few years. Gnolls and bugbears have been known to establish lairs here (until their activities draw the attention of druids, rangers or adventurers). A few skulking bands of goblins have been encountered in the region (unusual, as goblins have generally been wiped out in the Lakelands), and werebears and werewolves have been encountered hereabouts in the past.

Communities and Economy

This region is wilderness, although its proximity to Ravens Hollow (to the east) means a few hunters and shepherds can be found here in the summer and early fall.

Features of Note

Splinter Caves – these caves were once home to a massive dragon, a unique creature that had grey scales like splinters of stone. This creature called itself Splinter, and terrorized the lands for generations before the founding of the Three Kingdoms. No one saw the battle that led to the dragon's death, and no-one ever claimed the title of victor, but Splinter was slain by someone or something. In the intervening centuries, the cave has been home to

many creatures, and Splinter's hoard has been broken up, carried off, and cached about the countryside and deeper in the caves (the caves themselves have been expanded, and even during Splinter's time the caves extended far and deep). Monsters of all types now occupy the caves, tunnels and excavated chambers that can be reached beyond the mouth of Splinter Caves.

Uglamak's Cave – this cave system has been named after the goblin witch-doctor Uglamak. The legends say that several generations ago Uglamak had an uncommon mastery of magic and Unseelie allies, both of which he used to build a goblin army and threaten the surrounding lands. Many dismiss these tales as fanciful legend, something that has grown with the telling. What is known is that goblins still revere this location, and travel here from far and wide. Adventurers who have delved the depths of the caves have found sections which are carved from the stone, with eerie markings and runes chiseled into the walls and floors. The adventurers reported being disturbed and uneasy in these areas, and the goblins that they fought deep in the caves were stronger, and had strange powers.

Cave of Snakes – deep in the forest, this cave seems to home to a never ending population of giant, venomous snakes. Druids, rangers and adventurers have tried many times to "clean out" the Cave of Snakes, never successfully. In many cases, the attempt led to the death or disappearance of those who tried. Recently there have been rumors that something else, a serpentine horror or entity of some type, dwells within the Cave of Snakes. If this is true, that may explain the fact that giant, poisonous snakes are being encountered farther and farther afield.

Ruins of Myth Castle – a surprisingly large hill fort, large enough to actually deserve the term castle, this fortification was assaulted, breached and severely damaged, presumably during the Shattering. It's upper dungeon level and surface works have been used as a lair by gnolls and bugbears, and even a troll clan once upon a time. Even these monsters fear whatever lives in the deeper dungeon levels (levels with a different architecture than the surface works). Adventurers (at least those that have returned) have reported encountering automatons, spell traps, mechanicals traps, a few undead and strange aberrations in the deeper levels. Even seasoned and accomplished adventurers treat this place with respect.

Bergin's Stand – this battlefield marks the location where the ranger lord Bergin Oakhelm and his followers (a rag tag band of fighters, hunters, a few elves, a centaur and a werebear) made a desperate, heroic and ultimately fatal stand in an effort to delay a massive army of gnolls and their demonic allies (outnumbered more than 50 to 1). Bergin's Stand was successful insofar as it delayed the gnolls, who stopped to watch their demonic allies torture Bergin to death. Over the three days of torture, one of Bergin's followers, Croft Glisk, was able to run to the nearest community, rally the militia and get word to other rangers and a few paladins. These heroes and their followers and allies converged on the gnoll marauders, catching them at the same location Bergin made his stand, and devastated the gnolls. Now the battlefield is avoided by all, as "things" still wage war at night, and travelers unfortunate enough to stumble across Bergin's Stand have reported seeing rotted and incorporeal gnolls in battle against a spectral warrior of some type.

Red Fens – this swamp is home to many dangerous things; some as mundane as giant lizards, leeches and alligators. Others are more monstrous, like lizard men, swamp trolls and carnivorous mosses and trees. There are no legends of ruins, buried treasure, wizard's safe holds or anything else that would encourage adventurers to brave the dangers of the place. Of course as a few (hopeful) adventurers have pointed out "that might just mean the secrets of Red Fens are just better kept …"

Old Stones – two rows of eleven stones per row, facing each other from 5 to 6 spans distant, these standing stones are weathered, moss-covered, and the glyphs that have been carved into the stone faces are no longer legible, worn smooth by centuries of wind, rain and snow. All manner of tales are told about these stones, including that two bands of mounted warriors were preparing to fight to the death over some matter of honor and were turned to stone by a goddess that found such foolishness offensive. Others claim that under the right conditions, the stones form gates or portals, allowing travelers to pass to other places or planes.

The Gaming Gourmet: BBQ Meatballs and Sausage

by Doug Rector

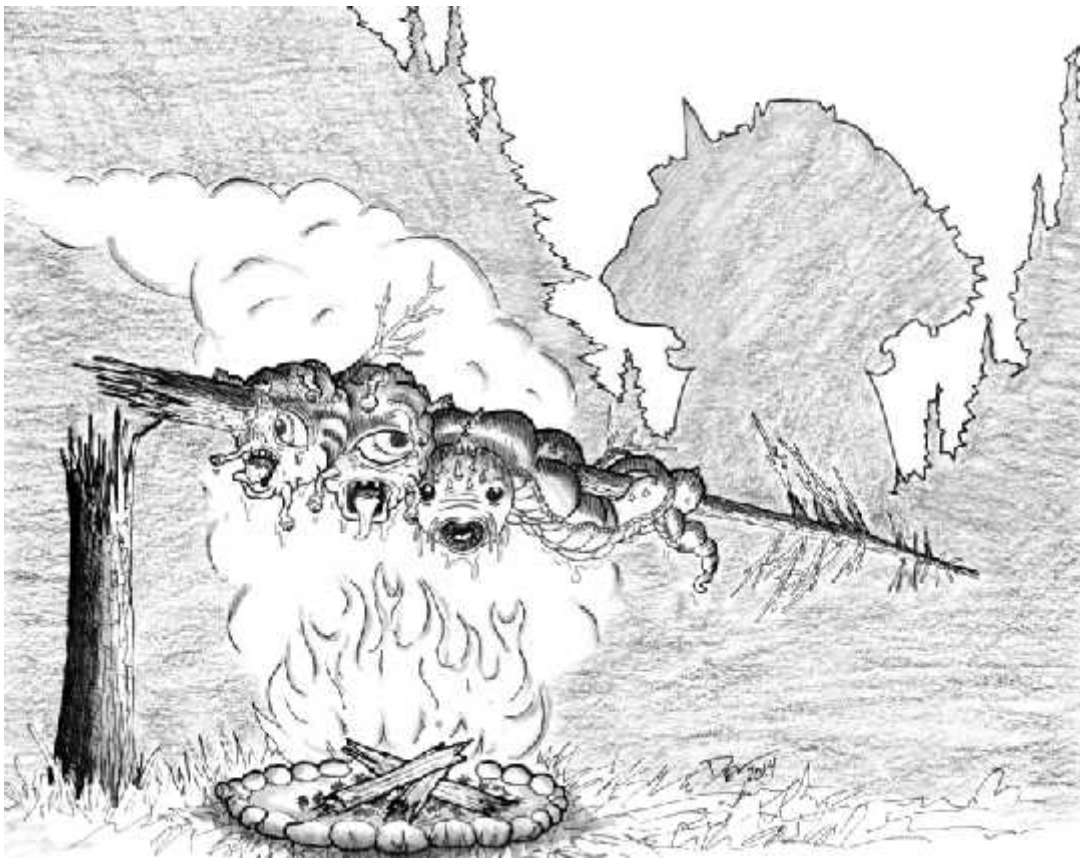
Most gamers will like this dish!

Well-fed people tend to be less cranky than hungry people. So feeding your gamers well is important to a pleasant gaming experience. Ok well it sounded good to me anyway.

There were a few times that we roasted a turkey for game day. On paper it sounded good - start it early, just ignore it till it was done , then eat. Turkey is cheap, especially at certain times of the year, ideal game day food, right?

Wrong. After eating people would start nodding off and eventually there would be snoring. So feed the gamers well but don't knock them out.

This issues recipe is really 2 recipes in 1 - and my go to recipe when I have absolutely no time to do anything even remotely elaborate. Thing is - people will think you worked hard on it even if it only took you 20 minutes to throw it together. This is always a big hit. I usually have small sub rolls or something similar and some grated sharp cheese to sprinkle on top. Sliced pickled banana peppers, dill or sweet pickles go very well also.



BBQ Meatballs and Sausage

2 medium onions

1 large green pepper

2 bags (~4 lbs) frozen meatballs

2 lbs smoked sausage

1x 28oz bottle BBQ sauce

Coarsely chop onion and pepper and either saute on the stove or nuke in the microwave until the peppers are getting soft and the onion is clearing. Toss vegetables into crock pot. Slice sausage into 3/8" slices and saute or nuke to cook out some of the fat (Use the same pot you just took the veggies out of).

Then it is just a matter of mixing all the ingredients together and heating on high till it bubbles nicely, then reduce to low and simmer a couple of hours (or more) until everyone is ready to eat.

O Yeah - I said it was 2 recipes in one - well here's the thing. Just substitute a jar of marinara sauce for the BBQ sauce and Mozzarella, Provolone and/or Parmesan and Romano for the sharp cheese and you have Italian meatball and sausage subs.

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For Further Reading

This issue we highlight a very diverse source of D&D materials: Google Plus! Following are a variety of G+ communities which cover a wide spectrum of the D&D community. We started with AD&D communities, moved to other D&D sites, and onto other areas. Not all are D&D communities, but all may be of interest to gamers.

The Roll for Initiative Podcast
https://plus.google.com/u/0/communities/107847267735555759967

AD&D
https://plus.google.com/u/0/communities/109964829231860013841

AD&D 1E, One Edition To Rule Them All
https://plus.google.com/u/0/communities/101901545093190214984

OSRIC Google+ Community
https://plus.google.com/u/0/communities/116358562284379556618

Knights and Knaves Alehouse
https://plus.google.com/u/0/communities/105764588156193997033

Swords & Wizardry Discussion
https://plus.google.com/u/0/communities/105496313464716843665

Original Dungeons Dragons (OD&D)
https://plus.google.com/u/0/communities/114326032631828731549

OSR
https://plus.google.com/u/0/communities/118190724629075727878

RPG
https://plus.google.com/u/0/communities/106022701838596878185

Roleplaying Games
https://plus.google.com/u/0/communities/115336206234034239085

Greyhawk
https://plus.google.com/u/0/communities/104732325486024991821

Amazing Castles
https://plus.google.com/u/0/communities/103758063737797349530

RPG Design Network
https://plus.google.com/u/0/communities/104538183290049169243

OSaRtists
https://plus.google.com/u/0/communities/101954887069748902260

Trampier Art
https://plus.google.com/u/0/communities/117562908607785435263

Gaming on the Cheap
https://plus.google.com/u/0/communities/114855411376784352808

Role-playing Games
https://plus.google.com/u/0/communities/102316155666682386137

RPG Zines
https://plus.google.com/u/0/communities/101270752323854044371

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Twitter: @andmagPublishin

Tumblr: http://www.tumblr.com/blog/and-mag

Fans can get news of upcoming & publications at all of these, plus even more places:

Our forum on **OSRGaming** is always active! Most of the *&* staff members post regularly.

http://osrgaming.org/forums/viewforum.php?f=110

We have two threads on Dragonsfoot. The first is the Non-Dragonsfoot Publications, public service announcements of D&D publications not published through Dragonsfoot, where you can find news of many publications besides *& Magazine*! The second is our feedback thread.

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=56145

http://www.dragonsfoot.org/forums/viewtopic.php?f=11&t=26003&p=1333624#p1333624

And you can find *&* news in a variety of other places!

FirstEditonDND Yahoo Group

http://games.groups.yahoo.com/group/FirstEditonDND/

Pen & Paper Games

http://www.penandpapergames.com/forums/showthread.php/23274-New-old-school-D-amp-D-magazine-free?p=181105

RPG.NET

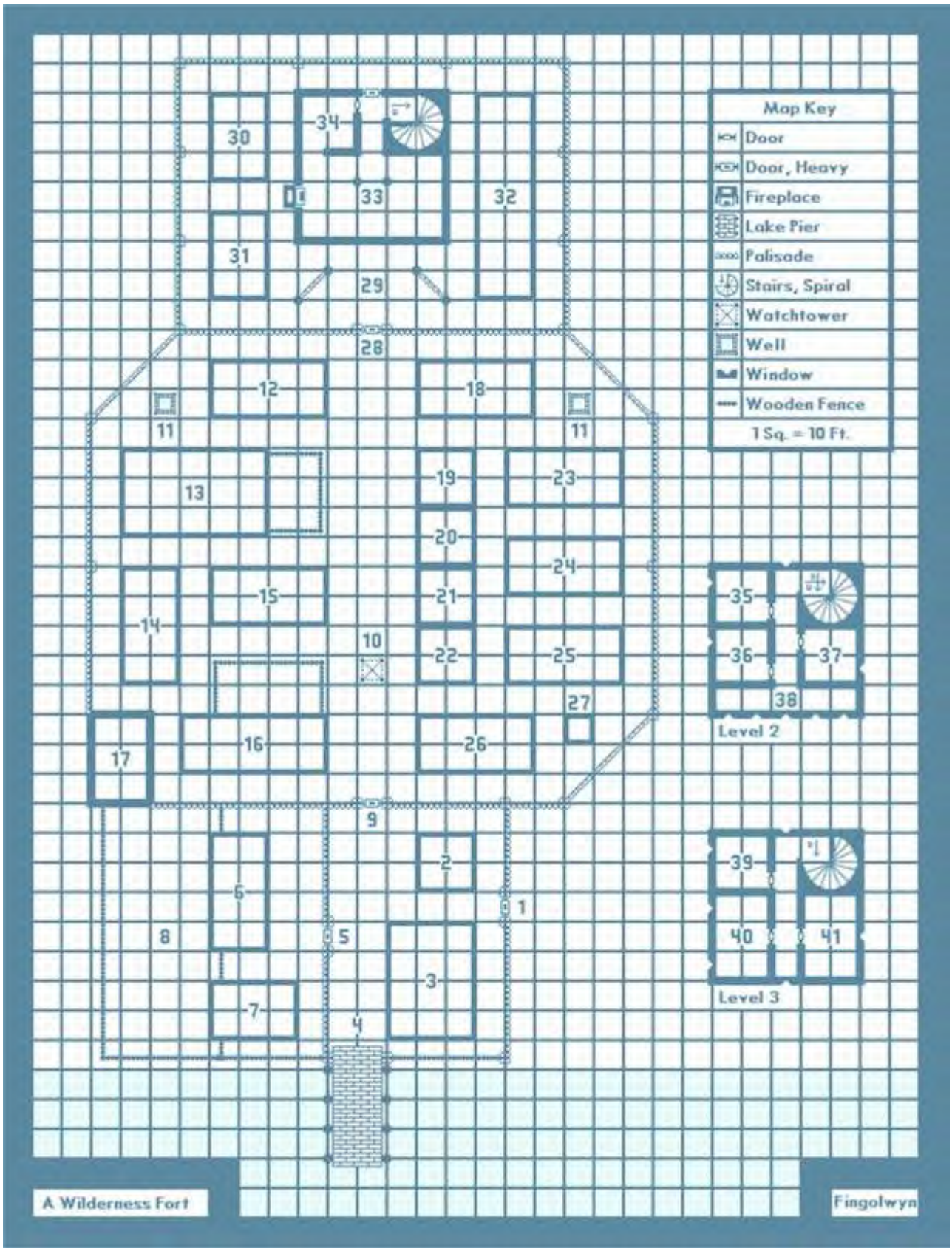
http://forum.rpg.net/showthread.php?638167-New-old-school-D-amp-D-mag-f

USENET

rec.games.frp.dnd alt.games.adndfe rec.games.frp.misc

Map 2: Wilderness Fort

map by Fingolwyn



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Kobold Shaman Spells

Ecology of the Ogre Mage

Reviving the Lowly Orc

Ranger Requires a Double Take

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Tavern of Whyestill Cross

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